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- Voltmeter Measures to Beyond 20 MHz

FEATURES:
- How to Use CB Radio “Buzz” Words
- Introduction to Radio Astronomy

TEST REPORTS:
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- Pickering Stereo Phono Preamp
- Tram AM CB Mobile Transceiver
- Heath Color Organ
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Remember when a good dual trace scope cost less than $500?
It does again.

Model 1471 Dual Trace Oscilloscope
$495

As the B&K-Precision Model 1471 rolls back the economic calendar, it significantly advances performance capabilities of 10MHz oscilloscopes. Model 1471 shares many of the performance and convenience features of our higher priced scopes, benefiting from Dynascan's position as a leading supplier of medium bandpass scopes.

Deflection factor is 0.01V/cm to 20V/cm in 11 ranges. Model 1471 has 18 calibrated sweeps—1µSEC/cm to .5SEC/cm and sweep to 200nSEC/cm with 5X magnification. Regulation maintains calibration accuracy from 105 to 130VAC. Rise time is 35nSEC. Automatic triggering is obtained on waveforms with as little as 1cm deflection. Dual trace display mode automatically shifts between CHOP and ALTERNATE as sweep time is changed, speeding set-up.

Front panel X-Y operation uses matched vertical amplifiers, preserving full calibration accuracy for both amplitude and phase. The intensity modulation input (Z axis) is compatible with TTL, permitting use in character display systems, and for time or frequency markers. Bright blue P31 phosphor makes any waveform easy to see. Circuit board with plug connectors permit easy user maintenance. BNC connectors. Operates on 117/230VAC 50/60Hz.

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- Mode automatically shifts between CHOP and ALTERNATE as you change sweep time
- Bright blue P31 phosphor
- 18 calibrated sweeps — 1µSEC/cm to .5SEC/cm
- Sweep to 200nSEC/cm with 5X magnification
- Maintains calibration accuracy over 105-130VAC range
- Front panel X-Y operation using matched vertical amps
- Input grounding switches
- TV sync separators
- Check most digital logic circuitry including CMOS
- Character display applications using TTL Z-axis intensity modulation
- BNC connectors

In-Stock Free Trial
Model 1471, or any B&K-Precision oscilloscope, can be obtained from your local distributor—or call Dynascan. You'll find the scope you need in stock today. Write for detailed specifications.
The price of the ALTAIR 4K memory boards from MITS was incorrectly listed at $264 in the “MITS-MAS” Christmas Catalog printed in December’s Popular Electronics. Unfortunately, the price change came after the catalog was printed.

The ALTAIR 4K board provides 4,096 words (bytes) of dynamic RAM (Random Access Memory) for the ALTAIR 8800. Each individual board contains memory protect circuitry and address selection circuitry for any one of 16 starting address locations in increments of 4K. The maximum access time of the ALTAIR 4K board was recently reduced from 300 nanoseconds to 200 nanoseconds.

Dynamic memory was chosen for the ALTAIR 4K board because it is generally faster and requires less current than static memory (a 4K static card that meets ALTAIR bus drive specifications requires close to three times the 5 volt current of dynamic memory).

Other ALTAIR 8800 memory options include a 1K (1,024 words) and a 2K (2,048 words) static memory card. These low power static memory cards contain memory protect features and have a maximum access time of 850 nanoseconds.

**ALTAIR 8800 Memory Prices:**

<table>
<thead>
<tr>
<th>Type</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>4K Dynamic</td>
<td>$195 kit and $275 assembled</td>
</tr>
<tr>
<td>2K Static</td>
<td>$145 kit and $195 assembled</td>
</tr>
<tr>
<td>1K Static</td>
<td>$97 kit and $139 assembled</td>
</tr>
</tbody>
</table>

Prices, delivery and specifications subject to change.

Two new ALTAIR 8800 I/O boards are now in production. These include a serial interface (88-251O) that can be ordered with one or two ports, and a parallel interface (88-PIO) that can be ordered with up to four ports.

Each port of the new Serial interface board is user-selectable for RS232, TTL, or 20 milliamp current loop (Teletype). The 88-251O with two ports can interface two serial I/O devices, each running at a different baud rate and each using a different electrical interconnect. For example, the 88-251O could be interfaced to an RS232 CRT terminal running at 9600 baud and a Teletype running at 110 baud.

An on-board, crystal-controlled clock allows each port to be set for one of 12 baud rates: 37.5, 75, 110, 150, 300, 450, 600, 1200, 1800, 2400, 4800, or 9600. Baud rates are the speed at which data is transferred between the computer and the I/O device.

Each port of the new Parallel interface provides 16 data lines and four controllable interrupt lines. Each of the data lines can be used as an input or output so that a single port can interface a terminal requiring 8 lines in and 8 lines out—or it can interface two input devices such as a paper tape reader and a keyboard—or two output devices such as a paper tape punch and printer—or any combination for custom applications. All data lines are fully TTL compatible.

**ALTAIR 8800 Interface Prices:**

<table>
<thead>
<tr>
<th>Type</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>88-251O Serial Interface</td>
<td>$115 kit and $144 assembled</td>
</tr>
<tr>
<td>88-SP additional 88-251O port</td>
<td>$ 24 kit and $ 35 assembled</td>
</tr>
<tr>
<td>88-4PIO Parallel Interface with one port</td>
<td>$ 86 kit and $112 assembled</td>
</tr>
<tr>
<td>88-PP additional 88-4PIO port</td>
<td>$ 30 kit and $ 39 assembled</td>
</tr>
</tbody>
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BUZZ WORDS & OEM DISTRIBUTORS

Esoteric expressions used by people in special fields can drive "out" groups up the wall. The latter often view such jargon as an exercise in pretentiousness. And in some cases, this is true. Usually, however, buzz words favored by the "in" people represent easy shortcuts to quick communication.

For example, what audiophile would use the term "intermodulation distortion"? It's "IM," of course. Does an electronics experimenter talk about "100 picofarads"? Nonsense! It's "100 puffs." Hams, too, have buzz words that mark them as cognoscenti, as do other groups such as CB-ers. In fact, a list of buzz words for the latter is included in this issue to ease the entry pains for CB newcomers.

You don't have to be an expert to use buzz words successfully. A recent article on the lives of prominent women pointed out that Claire Booth Luce (her husband founded Time, you recall) used buzz words effectively in many fields to reinforce the authoritativeness of her assertions. There's a host of microprocessor buzz words that have touched our sensibilities recently. Schweber Electronics just published a glossary of these new words. It's called "Microprocessor Buzz Words" and is an interesting compilation, with words such as "port"—the microprocessor's contact with the outside world. The glossary is FREE when requested on letterhead. This means that, if you work for an OEM electronics company, representing a potential customer, you can get it. Good luck on obtaining the booklet (address: Jericho Turnpike, Westbury, NY 11590).

I say "good luck" because most OEM distributors won't deal with hobbyists. (I'm digressing here, but one thing always leads to another.) This view was succinctly summed up to me by Harold H. Powell, President of Powell Electronics, Philadelphia, PA. He said his company uses video terminals to quote price and delivery on a real-time basis though inventory is spread throughout the country. The system is not suited to processing many small orders for one-time customers, he concluded.

We surveyed 25 of the largest OEM distributors in the country (with 315 stocking locations) on their policies regarding sales to nonindustrial accounts. Only three responded favorably: Almo Electronics Corp., Philadelphia, PA; Semiconductor Specialists, Chicago, IL; and Summit Distributors, Buffalo, NY. Some didn't reply.

How sad—for those who won't sell retail, and for us. I do believe that a retail, cash-only, minimum-dollar-order (say, $15 minimum) counter would be profitable for many of these distributors. A vacuum certainly exists in the walk-in electronic parts retail business; that is, local retailers with broad parts inventories. With so many electronics hobbyists in the country (PE has close to 400,000), spending substantial money for devices that include expensive MPU's, one would think that there is sufficient motivation to serve them.

Art Salsberg
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The world's largest catalog of electronic kits

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JANUARY 1976

CIRCLE NO. 5 ON FREE INFORMATION CARD
THE CASE FOR TAPE HEAD PHASING

In his reply to reader mail with reference to his “Notes on Head Alignment” (August 1975), Mr. Hodges stated that he does not understand why phasing should be of any practical consequence in consumer tape recorders. Be assured that there is at least one application where phasing is important: the dubbing of SQ- or QS-encoded records on tapes when the tape deck has separate record and playback heads. Improper phasing will “confuse” the matrix decoder on playback.

I have devised a relatively simple way of adjusting the phasing between two tracks when an oscilloscope isn’t handy. First, roughly align the heads as described in Mr. Hodges’ column. Then combine the left and right channel outputs through two equal-value (say, 4700-ohm) resistors. Then fine adjust the heads using the same procedure as before, this time maximizing the combined output, while monitoring a VTVM, TMM, or DMM connected between the junction of the two resistors and circuit ground.

As a final check, record a tone that sweeps from about 1000 to 15,000 Hz and play it back while monitoring the recorder’s output. Improper phasing will produce serious peaks and dips within the band, especially at the high end.—O. Chan, La Salie, Quebec, Can.

USING TACHOMETER ON CD IGNITION

I would like to know if the tachometer described in your June issue (Build a Digital Marine/Auto Tachometer”) will work with either a conventional ignition or a CD system.—John Barnhart, New York, NY.

The type of ignition system has nothing to do with the operation of the tachometer, which is concerned only with the timing of the motor when it is running.

WORKING WITH MOS DEVICES

The instructions for safe handling of MOS devices (“Senior Scientist Calculator,” October 1975) don’t seem quite right. Isn’t it dangerous to ground yourself when working with electrical appliances? Shock can result from touching a point connected to the “hot” side of the ac line.—Douglas Peters, Jersey City, NJ.

Yes, you’re right. The third step on page 38 should read: “Ground yourself; wrap a length of wire mesh around your wrist, connect the free end of the mesh to a 1-megohm resistor, and terminate the free end of the resistor at a cold water pipe if metallic plumbing joints are used in the system, or to the grounding screw of an electrical outlet.”

SCA DECODER

I’m having some difficulty getting the SCA Decoder from “Experimenting with Phase-Locked Loops” (October, 1975) to work. I’ve doublechecked my wiring and it looks OK. Any ideas?—Edward Fagan, Portsmouth, NH

First modify the circuit as follows: R13 should be 100 ohms. Ground pin 1, and remove the connection between pins 7 and 8. If you have connected the input of the SCA decoder to the standard output jacks of your tuner, there might not be enough drive signal to the detector input. If your tuner has a “Composite Output” or FM Detector Output jack, connect the decoder input to that point. If you have an older tuner without such a jack (multiplex output jacks usually won’t provide enough SCA signal), tap some of the signal directly from the discriminator output. If this loads down the circuit, use resistive coupling.
THINKING ABOUT A "6800" TYPE COMPUTER?

It seems that a great many people came to the same conclusion that we did here at SwTPC. The M6800 is an outstanding processor and makes a great computer — "BUT" — Not all computers using the M6800 processor are the same. May we suggest that you consider the following features when you make your choice.

IT IS A COMPLETE 6800 SYSTEM?

You cannot get all of the advantages of the 6800 system with only the processor chip. Unless the whole 6800 family of chips is used you cannot possibly get all of the versatility and superior performance that the system is capable of providing. If for instance the design does not use the MC6820 parallel and the MC6850 serial integrated circuits for interfacing, you lose the programmable interface feature that makes it so easy to interconnect the computer system with outside devices such as terminals, printers, disks, etc.

IS THE SOFTWARE COMPATABLE OR UNIQUE?

If the design does not use the "Motorola" Mikbug® ROM, then the software and programs that will run on the system are probably unique to that particular brand of computer. SwTPC uses the standard Motorola MCM6830L7 ROM. This provides automatic loading and an operating system that is compatible with other systems using the standard widely sold Motorola evaluation set. As an owner of our 6800 computer system, you are eligible for membership in the Motorola Users Group. If you join you have access to a library of programs that will run on your system. Editor and assembler programs are available directly from SwTPC.

CAN THE SYSTEM BE EXPANDED AT A REASONABLE COST?

Some of the limited systems being offered at lower prices can be expanded only with difficulty. Check the amount of memory that can be added and at what cost. How many additional interfaces can be added, if any. How much of the above can be run off of the power supply provided with the system? The SwTPC 6800 can be expanded up to 16K words of memory in the standard cabinet and with the power supply provided. It may also be expanded up to eight interface (I/O) boards for external devices by simply plugging in the cards. Memory is $125.00 for each 4,096 words of expansion and interface cards are only $35.00 for serial or parallel types.

Memory expansion will be essential if you ever intend to use a resident assembler, or higher level languages such as APL or BASIC on your system. Assembler programs typically require a minimum of 4,096 words of memory and higher level languages require even more.

HOW DO YOU ENTER AND READ DATA?

Let's hope it is by way of a TTY, or video terminal. No one with a serious computer application would consider attempting to enter data from a switch and status light console. These may be educational, but they sure aren't practical. Calculator keypads and digital readouts are not much better. There is no substitute for a full alphanumeric keyboard and terminal system display for serious work.

Mikbug® is a registered trademark of Motorola Inc.

SwTPC 6800 Computer System with serial interface and 2,048 Words of memory ............... $450.00

- Enclosed is $450 for my SwTPC Computer Kit
- Send Data

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NAME

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It's the only way you can (1) get the feel of typical commercial circuitry, (2) learn bench techniques while building complete units from the "ground" up, (3) perform over 35 "in-set" experiments during construction, and (4) end up with a 25" diagonal solid-state color TV with console cabinet and a 4-channel quadraphonic Audio Center.

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No other home training school gives you both an exclusive solid state color TV and an SQ® Quadraphonic Receiver complete with four speakers . . . all in one course. You get both for less than the tuition cost of TV or Audio alone from the next leading school. And only NRI's Master Course in Color TV/Audio servicing lets you train on equipment designed specifically for training with exclusive "power-on" features.

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JANUARY 1976
New Products

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

UNIVERSAL LOGIC FAMILY PULSER

Kurz-Kasch announces its new Model HL-583 in-circuit simulator or logic-state pulser for use with RTL, HTL, DTL, TTL, and CMOS. It delivers a high-level pulse exceeding the value required by these families to yield a logic one, and a low-level pulse below the value required to yield a logic zero. Selection of one-shot or continuous operation is made by a slide switch on the probe barrel. $96.00

CIRCLE NO. 84 ON FREE INFORMATION CARD

MARRANTZ AM/FM STEREO TUNER

Marantz’s new Model 150 AM/FM stereo tuner has a built-in 3” (7.6-cm) oscilloscope, Dolby noise reduction circuitry, and a phase-locked-loop multiplex detector. It also boasts an 18-pole linear-phase i-f filter and flywheel tuning. Switching functions include STEREO ONLY, HI BLEND, MUTING, and MONO. The scope can be used for 2- and 4-channel audio balancing, tuning, and multipath adjustments. $599.95.

CIRCLE NO. 85 ON FREE INFORMATION CARD

ADS TWO-WAY LOUDSPEAKER SYSTEM

Analog & Digital Systems announces its new Model L400 bookshelf speaker system, a two-driver, two-way acoustic-suspension unit. A long-throw 7-inch woofer, with a resonant frequency of 30 Hz, operates over a range of 30 to 1500 Hz. A 1-inch soft-dome tweeter is suspended in a sealed acoustic chamber with a special damping fluid. The tweeter covers the 1500-20,000 Hz range, and is said to have flat response, wide dispersion, and good transient response. Air-core inductors and metal-film capacitors are used in the cross-over network. Impedance is 5 ohms minimum. An 85-dB SPL is produced with 2 watts rms input at a distance of 10 ft. The L400 weighs 16 lb (7.3 kg), measures 17-1/4” H x 10” W x 81/4” D (45.1 x 25.4 x 21.6 cm). Cabinet finish is natural walnut, and the speaker grille (removable) is black double knit. $90.00.

CIRCLE NO. 86 ON FREE INFORMATION CARD

JERROLD TV SIGNAL INDICATOR

The Jerrold “Levelite” checks signal levels at a TV set’s antenna or MATV input terminals and provides a go-no go visual indication (LED) of the presence of a signal. The brightness of the LED also gives some indication of signal strength. It can be set for either distant or local signals. Battery-operated, it is hand-held and has adapters for connection to various types of terminals. $47.50

CIRCLE NO. 87 ON FREE INFORMATION CARD

CUSHCRAFT BASE ANTENNA

The Model CX-1000 by Cushcraft is an omnidirectional base station antenna using a coaxial stub matching system. The manufacturer states that heavy-duty aluminum tubing is used along with stainless steel fasteners. Accepts any mast up to 1½” (3.5 cm), and is designed for use with 52-ohm coax.

CIRCLE NO. 88 ON FREE INFORMATION CARD

E.F. JOHNSON CB RADIO TELEPHONE

The Messenger 130A is a new version of E.F. Johnson’s radiotelephone handset CB mobile transceiver. Features new noise suppression circuitry, a molded speaker grille and integrated mounting fins. Can be used with positive or negative ground sources, and has the option of private listening with automatic speaker silencing when the handset is lifted. The transceiver covers 23 channels and has PA capabilities. $199.95

CIRCLE NO. 89 ON FREE INFORMATION CARD

SURVEYOR PROGRAMMABLE SCANNER

The new Model 10-P Programmable Scanner from Surveyor Manufacturing is a solid-state, dual-conversion receiver that covers the vhf Hi, LO or uhf bands. A priority switch is also featured. This allows the search of Channel 1 every 1.75 seconds. Channel 1 will lock in its signal even though another channel is being received. Has squelch, volume, and manual/automatic scan controls, as well as built-in telescoping whip antennas. $189.00

CIRCLE NO. 91 ON FREE INFORMATION CARD

CONTINENTAL SPECIALTIES BREADBOARDING KIT

The new Proto-Board 6 by Continental Specialties offers 630 component tie points and 6 14-pin DIP IC capacity. The kit includes one QT-47S breadboarding socket, two QT-47S bus strips, four 5-way binding posts, a metal ground and base plate, rubber feet, and hardware. All connections between components can be made with #22 hookup wire. Measures 6” W x 4” D (15.24 x 10.2 cm). $15.95

CIRCLE NO. 92 ON FREE INFORMATION CARD

AMTRONCRAFT STEREO AMPLIFIER KIT

Amtroncraft announces its new Model UK-192 stereo power amplifier kit in form. Its rated output power is 50 W rms/channel at 1% THD. Claimed frequency response is within 2 dB from 10 to 10,000 Hz. Input sensitivity is 1 V for full power output. Input and output impedances are rated at 1000 and 4 ohms respectively. Requires a 55-V dc power supply, such as the company’s UK 665. $139.95

CIRCLE NO. 93 ON FREE INFORMATION CARD

ADJUSTABLE CALCULATOR STAND

The CalCradle Executive, by one-up, inc., is a calculator stand that tilts and pivots to the angle required for glare-free viewing and easy keyboard operation of a pocket calculator. Accepts both horizontal and vertical models, and completely disassembles for storage. The CalCradle Executive is made of clear acrylic and chrome. $12.98. Address: one-up, inc., 1303 Avocado, Suite 235, Newport Ctr, Newport Beach, CA 92660.

SHAKESPEARE STATION MONITOR

Shakespeare’s new base station monitor, “The Defender,” measures r-f power output.

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4. Stop wasting your time breadboarding. Small budgets or big requirements are no obstacle to owning and enjoying today's most popular solderless breadboarding system...our Proto-Board line. For just $15.95* you can have our PB-6 Proto-Board kit. Takes about 10 minutes to assemble, and gives you 630 solderless QT terminals. On the other end of the spectrum is our giant PB-104, with 3,060 solderless terminals for $79.95* or only 2.6¢ apiece! You can choose from a variety of models, with or without regulated power supplies.

5. Stop wasting your time testing. You can own the test gear you need at economical prices. Our Design Mate 2, for instance, gives you a 3-waveform generator—sine, square and triangle—from 1 Hz to 100 kHz...for just $64.95* Design Mate 3 R/C bridge provides 5%-accurate measurements of unknown resistors and capacitors from 10 ohms to 100 meg and 10 pF to 1 uF, with built-in LED null indication. Price is a "micro" $54.95*. And as you're reading this, we're busy adding new low-priced, high-quality Design Mates.

Stop wasting your time reading. Send for the complete CSC catalog and distributor list...and start making more of your time in electronics.

*Manufacturer's recommended retail.

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put, SWR, and percent modulation when inserted in the coax line between transceiver and antenna. Pushbutton switches select the meter function. Also built-in is an antenna matcher to convert reactive loads to 50-ohm resistive ones. A switch controls the matcher in/out function. $99.95

CIRCLE NO. 84 ON FREE INFORMATION CARD

WEN SOLDERING GUN KIT
Wen Products' Model 222K5 Soldering Gun Kit includes a single-post soldering gun (Model 222), a fine (25-120 W) and a regular (100-200 W) tip, and a flat-iron attachment which seals plastic bags drymounts photos, and aids in furniture repair. Also includes a plastic cutting attachment for cutting plastic sheets, burning wood and leather designs, and working with plastic or asphalt tile. The soldering gun features Automatic Thermal Regulation, which is said to minimize idle current through the tip, but provides full heat flow when needed.

CIRCLE NO. 85 ON FREE INFORMATION CARD

AT LAST...A HANDSOME DIGITAL ELECTRONIC TIMEPIECE WITH PRECISION ACCURACY...FOR ONLY $109.95

Parrott Precision Electronics proudly presents the Condor and the Squire. The face of these fine watches appears completely black until you're ready to use it. Just touch the tiny button at the 2 o'clock position and the time, in hours, minutes and seconds, will be clearly displayed in bright numerals. A touch of the button at the 8 o'clock position will illuminate today's date.

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The new Condor and Squire digital electronic watches can be purchased only through the mail with the coupon below or by calling 615-526-6502 between 10 a.m. and 11 p.m. EST. Telephone orders will be accepted only if MASTER CHARGE or BANK AMERICARD are used. The first 1,000 telephone customers will receive their order for $99.90. No COD orders please. Residents of Tennessee must add a 5 percent sales tax.

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Suite 6, 440 North Washington Ave., Cookeville, Tennessee 38501.

CIRCLE NO. 89 ON FREE INFORMATION CARD

TECHNICS DIRECT-DRIVE RECORD CHANGER
Technics by Panasonic announces its new Model SL-1350 direct-drive record changer/turntable. The changer will handle a stack of six records, and can be put immediately into the shut-off mode without having to play through the stack. Manual operation is also possible. The SL-1350 features a gimbal-suspended, low-friction, modified-S type tonearm for stereo and CD-4 cartridges. The tonearm has two-way damped cueing, antiskating adjustment, and counterweight arm balancing and tracking force adjustments. An aluminum die-cast platter weighs 3.9 lb (1.8 kg), and has raised dots along its outer edge for stroboscopic speed checks. A built-in flasher is used for these adjustments, which can be made at 33⅓ and 45 rpm, at line frequencies of either 50 or 60 Hz. A hinged dust cover is included. $349.95

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LEADER HAM OSCILLOSCOPE
Leader Instruments' new Model LBO-310Ham oscilloscope monitors waveforms in the receiver i-f section as well as SSB, AM, and RTTY outputs. The 3-inch (7.6-cm) scope has a vertical sensitivity of 20 mV/division and a bandwidth of dc to 4 MHz. Proper RTTY and SSB tuning may be made with the help of a built-in two-tone generator. With the LA-31 adapter ($22.95), the scope provides continuous monitoring of r-f output to 500 W over a frequency range of 1.8 to 54 MHz with vertical sensitivity of 1 W/division into 50- or 75-ohm impedances. $269.95.

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Reading time 48 seconds:

Not everyone has four C-notes to lay out for hobby or business equipment. But on the other hand, the new Realistic Navaho TRC-57 actually costs no more than a basic 35mm SLR camera. And for 399.95 you get an AM/SSB base/mobile transceiver with everything you'd expect — plus a lot you wouldn't. Digital phase-locked synthesizer and crystal lattice filter for unusual selectivity. Automatic modulation gain control for full power always, whether you talk loud or soft. ANL and blanker for chopping out noise. LED-indicator AM/USB/LSB mode lights. Separate SWR and S/RF power meters that turn red on transmit. Precise LED-readout clock switchable for 12 or 24-hour time. And of course it's FCC Type Accepted and UL listed. The new Navaho. You get something more by accepting nothing less!

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Here are some kernels of audio information, ranging in variety from adjusting speaker-system level controls to the different hearing perceptions of left-handed and right-handed people.

**Loudspeaker Behavior.** Loudspeakers and drivers were once designed by intuition and practical experience. The empirical approach is disappearing, however. With the growing use of mathematical models, cone geometry and material can be chosen to obtain a specific frequency response.

Phillips Research Labs (in the Netherlands), for example, uses a computer program to solve driver behavior problems, such as determining frequency characteristics of the sound wavefront and radiated power as a function of cone material. Theoretical results are verified by viewing driver motion holographically. Typical results are shown in Figs. 1 and 2. At low frequencies, the cone vibrates as a rigid surface. But above a certain point, standing waves begin to appear on the cone. For example, Fig. 1 reveals loops and nodes beginning to appear at the periphery of an 8-inch (20.3-cm) cone driven at 2000 Hz. When the input signal is raised to 9000 Hz, as pictured in Fig. 2, the entire surface is covered with loops and nodes, and little sound is radiated.

**Setting Speaker Level Controls.**

Literature from Speakerlab of Seattle, WA, sets down an interesting method of adjusting speaker level controls—

you know, those tweeter and midrange level controls usually on the rear of the enclosure. According to author Pay Snyder, the center settings of these controls do not necessarily provide flat response, due to production variations in speaker sensitivities.

(\*Room acoustics can play a part, too!\*)

He suggests setting amplifier tone controls to “flat” and the balance control so that only one speaker is playing. Listen to a familiar piece of music with the level controls at minimum, which should leave you with sound coming only from the woofer. Slowly turn up the midrange control until you hear sound coming from this driver as well as the woofer. Continue increasing the level until the sounds from the two drivers blend and seem to come from a point midway between the two.

Next, follow the same procedure with the tweeter level control, increasing it until the tweeter’s output blends with that of the other two, and does not appear to be coming from a separate point source. Snyder suggests adjusting the speaker in place to compensate for reflections, keeping your head down close to the enclosure. This method doesn’t require test instruments, and equally important, it saves a lot of energy expended by jumping up and down to “hear” the system with a new setting!

**New Audio Power Ruling.** The FTC has a new interpretation of its “Rule on Audio Power Disclosure.” The agency has backed off from its original requirement that amplifiers be operated at 1/2 rated power for one hour before testing. This is not the way amplifiers are used in the home, where musical passages require peak power for only short periods of time, and the average power seldom reaches the 1/2 conditioning level. So, fuses popped, relays opened, or output transistors overheated during the pre-test conditioning, especially in high-power amplifiers.

If the ruling was maintained, many manufacturers faced the choice of de-rating their products’ power outputs, or improving thermal transfer through extra heat sinking or forced-air cooling. The former would place some manufacturers at a competitive disadvantage, while the latter course would have substantially increased costs.

Bedevilled by this requirement, nearly two-dozen manufacturers requested a reinterpretation of the conditioning procedure, supporting their contentions with test data. In response, the FTC approved automatic recycling, allowing equipment to cut off or go on automatically until a total of one hour of “on” time is accumulated. Furthermore, if thermal buildup is a problem, tests may commence at low output power to permit cooling.

**Live Recording.** If you’ve ever struggled with miking live performances (and haven’t we all!), you’ll appreciate the tips offered by Shure Bros., 222 Hartrey Ave., Evanston, IL 60204, in its free brochure #AL 493. It describes in nontechnical terms how to mike voices and instruments, in-

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*Figs. 1, (left) and 2. Holographs of motion in drivers.*

\(18\)
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including piano, and specifies the types of mikes best suited for certain instruments. For example, the brochure states that a mike with a rising response gives maximum brightness when used near strings; one with a great proximity effect gives best low-frequency response when positioned at the resonant underside of a piano.

Thus, two mikes are needed with a grand piano, and one of the secrets divulged here is that the mikes must be out of phase with each other.

**The Luxury Class.** Along with Rolls Royce convertibles and platinum jewelry, there is a category of audio equipment that simply ignores a "tight money" economy. Pictured here are a few new initiates to this elite club. They are: Infinity Systems' Servo-Statik 1A speaker system, which consists of two electrostatic screens, and a "base cube" containing an 18-inch (45.7-cm) woofer with its own 150-W dc servo amplifier. Only $4,000. Note that separate stereo amplifiers for the mid-range (100 to 250 W) and tweeter (35 to 125 W) sections must be added. Then there's the Gale GT2101 optical servo turntable, with modernistic plexiglass and stainless-steel design. Speed is monitored on a three-digit LED display, referenced to a quartz crystal oscillator. Only $1,875 (less tone arm and cartridge, of course). Another entry is the Luxman M-6000 stereo power amplifier, rated at 300 W/channel into 8 ohms, both channels driven, with no more than 0.05% THD and IM, from 20 to 20,000 Hz. It features sophisticated thermal- and current-activated protection networks, with a 5-second (nominal) stabilization period monitored by a LED before speaker outputs are activated. Price is $2,995, or about $26 per pound.

**Are You Left Eared or Right Eared?** According to an article in *Scientific American*, October 1975, right- and left-handed people perceive auditory illusions in different ways. In a computer-controlled experiment, reactions were monitored to a sequence of tones whose amplitudes, frequencies, and durations were precisely regulated. Tonal sequences were presented to the subjects through headphones so that when one ear received a high (800-Hz) tone, the other received a low (400-Hz) tone.

Right-handed subjects tended to localize the high tones in the right ear, alternately hearing the low tones in the left ear. Oddly enough, the results were the same when the headphones were reversed. Lefties, interestingly, were just as likely to localize the high tone in the left ear as in the right, according to the report.

**The Next Sound You Hear...** In the past, the program material you listened to often dictated the quality of audio equipment you purchased. It was commonplace for audio salesmen to divide their customers into two groups—those who listened to classical music and those who didn't. The former were led to higher-quality components, while jazz, pop, and rock
You make a tape with time and thought. Carefully chosen selections recorded in the sequence that most pleases you. The musical coherence and perception is yours, a personal expression. And when the time is right to share that experience with someone you care for, having to stop and turn the tape over can break the mood you worked to create. Interruptions like that don’t happen with the A-4300. You can enjoy continuous music on both sides of a tape with the automatic reverse function. And with automatic repeat, a favorite tape will play as long as you like. Whether you want the music up front or in the background, the A-4300 can give you solid music for the better part of an evening.

when you don’t want the music to stop

TEAC A-4300
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By night, an explorer in a field that really interests him!

There was something different about Bob Gordon. Something you couldn't quite put your finger on. He was good at his job. And he took pains to do it well. But on certain evenings, at the stroke of 5, he'd be the first one out the door and on the bus. The way he'd rush, people would often ask, "Doing something special again tonight?" "Sure am!" he'd laugh. And off he'd go.

What his pals were never told was that after dinner Bob would head for his basement. There, on a simple old wooden table, was something very different from Bob Gordon's 9-to-5 routine.

It was a challenge. A challenge that seemed to change him into another person. Now, at last, he could work with his own two hands—roll up his sleeves, to probe, experiment, and learn. Assemble advanced electronic equipment, including a 25" diagonal color TV with digital features! And all the while gaining important new occupational skills.

How he started...

Not long ago, Bob Gordon filled out and mailed a card much like the one attached to this page. At the time, he had almost no experience in electronics. But he did have two important qualifications: desire and ambition. Plus a knack with tools and an urge to put them to work.

And that can be your starting point, too.

Right now, you stand where Bob Gordon stood when he first started out. It's up to you to provide the ability and enthusiasm. Bell & Howell Schools, a leader in electronics education, will provide the opportunity to learn and grow—right in your home!

Bob is already on the verge of having real skills in electronics. And, almost before you know it, you can be there, too.

Learning electronics at home—what's in it for you?

When you take Bell & Howell Schools' at-home learning course in Home Entertainment Electronic Systems, you develop a lot of important skills. First, you'll gather the know-how to troubleshoot and service most models of hi-fi amps, intercoms, automobile receivers, PA systems, and AM/FM tuners.

By the end of the program, you'll know how to service most models of color and black-and-white TV's.

While no school can guarantee a job or income opportunity—our course teaches skills that qualify you to seek out an electronics job, advance in the one you may already hold, or further your education in electronics.

An independently conducted survey shows that most of our graduates feel they have gained one or more career advancement benefits from the course. (Survey results are available upon request.)

How you gain so much from Bell & Howell Schools' home-learning program...

How can you pick up skills without quitting your job or traveling to night school? You certainly won't do it just by reading a stack of textbooks. That's not the sort of thing that would make Bob Gordon (or you) rush home from work—not by a long shot!

You need actual electronic equipment to work and learn with. And that's what you'll have. Of course, we'll start you off with the basic principles. You'll build and test simple circuits with the Lab Starter Kit we'll send you.

Then you'll move up to the Electro-Lab® Electronics Training System. Piece by piece, you'll actually build a design console and put together circuits without soldering. You'll construct a digital multimeter to measure voltage, current, and resistance. You'll assemble a solid-state "triggered-sweep" oscilloscope to monitor and analyze IC circuitry.

When components for the TV arrive, you'll already be comfortable with electronic concepts.
and equipment. And once you assemble that 25"-diagonal color TV, you'll understand the technology behind no-warm-up tuning, automatic channel selection, on-screen time and channel digits, plus a great deal more!

**Home learning with a personal touch.**

At Bell & Howell Schools, we try not to keep a student waiting. Should a question come up, we invite you to use our toll-free phone-in service. Talk to one of our instructors—he'll either have your answer or know where to get it in a hurry.

Face-to-face “Help Sessions” are another useful service of the Home Entertainment Electronics course. They are held in fifty cities throughout the U.S. at various times of the year. You can discuss electronics in person with trained instructors, talk of your experiences and ambitions with fellow students.

These extras are part of a carefully planned program developed by Bell & Howell Schools. Experience with thousands of at-home learners has refined our teaching methods—and is helping make the path to a Technician Certificate a little easier. A Certificate currently being pursued by over 100,000 students!

**Mail the postpaid card today for all the facts—decide after you get them!**

We invite you to fill out and mail the attached card now, while it's within reach. It asks no commitment on your part—just offers full details on how to learn electronics at home and enjoy it.

Who knows? You may soon be leading a double life like Bob Gordon.

And when friends ask, “Can you really service TV’s?”—you’ll answer with a grin. “I not only know how to service them, I know how to build them!”

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And Next. Input jacks on the back of an audio amplifier or receiver are not restricted to use with tape decks, noise-reduction units, and record players. All manner of input equipment can be utilized, such as rhythm boxes. A new device I recently discovered is a harmonica pickup designed to be used with most Chromatic harmonicas. It plugs into the aux jack and you'd be astonished at the "big sound" it makes possible. Frequency response is said to be 500 to 14,000 Hz; output, ~57 dB; impedance, 90 kilohms; volume control, a 1-meg linear pot. A kit is available for $24.95 (about ½ the price of an assembled unit) from Barrie Sound Studios, 377 W. Montgomery Ave., North Wales, PA 19454.

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This is our Criterion 2005 Heil Air-Motion Transformer Speaker System. Incredible purity, astonishing clarity and definition are achieved through the use of the Heil Air-Motion Transformer Tweeter. Tastefully encased in a simple, uncluttered column, the 2005's "corona field" Heil Air-Motion Transformer reveals every important characteristic that the ear has been longing to hear. The 2005 offers outstanding dispersion to the highest frequencies, essentially flat response to beyond 22,000 Hz and complete freedom from fatigue producing distortion. The 2005 has a continuously variable control allowing infinite high frequency adjustment to balance with the acoustics of any room. Advanced engineering, outstanding performance and uncluttered styling. You'll find them all in the 2005. And you'll find the 2005 in any of our coast-to-coast electronic shopping centers and associated stores.

199.95

ELECTRONICALLY SPEAKING, WHO KNOWS BETTER THAN Lafayette

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Connecting extension speakers to one's stereo system or rear speakers for a four-channel setup is a terrifying task for many people. It often means running speaker wires through walls and floors, hiding them under a carpet, or tacking them to baseboards. Presented here is a "wireless" system that eliminates this problem!

The new system uses existing ac power lines, operating in an FM mode. The result is good-quality audio (wide frequency response and low distortion) and a high order of noise immunity.

To overcome the old obstacles of the wireless medium (noise, narrow bandwidth, etc.), as in AM wireless intercoms, the Wireless Hi-Fi System employs an FM carrier, phase-locked-loop (PLL) and voltage-controlled-oscillator (vco) IC's. The result claimed by the author is a 30-to-17,000-Hz ±0.2 dB frequency response, 2% total harmonic distortion (THD), and excellent noise immunity for a fine signal-to-noise (S/N) ratio of −50 dB unweighted, at 2 watts power output into an 8-ohm speaker. (How to achieve higher power output is discussed later in this article.) In addition, putting the signal on the ac line will generally assure good reception at all power outlets in your home—even if the transmitter and receiver are on opposite sides of the line.

BY JIM SHERWIN

A Wireless Audio System for Remote Speakers

Now you can enjoy high-quality remote sound without running wires around the house.

As structured, the system will accommodate a monophonic signal. To transmit stereo, two systems can be used, each tuned to a different carrier frequency. The drive signals can be taken from the tape monitor and tape output jacks of your amplifier. If your hi-fi system doesn't have these jacks, the signal can be taken from across the speaker terminals, but the advantage of a fixed level will be lost.

About the Circuit. The transmitter, shown schematically in Fig. 1, uses voltage-controlled oscillator IC1 to drive the Q1 amplifier. The dc power bus is regulated by IC2. Two inputs are provided so that both left and right channels from a stereo system can be combined for transmission to a remote speaker system. For a monophonic source, resistors R7 and R8 can be eliminated and
the input signal fed directly to the top of potentiometer R1. If you want to use the system to feed one channel from a stereo system to the other side of the room, for example, omit R8 and install a 470-pF capacitor across R7. This will improve the frequency response so that it goes out to about 20,000 Hz.

The alternate input circuit shown in Fig. 2 should be used in either of two situations. First, if you are tapping the signal(s) from a high-impedance source, the 10,000-ohm resistor(s) will load down the driving signal in a mono circuit, or introduce unacceptable crosstalk between the two channels of a stereo system (as applied to the main power amplifier). If so, the circuit of Fig. 2 will provide the higher degree of isolation required. The parallel combination R12-C2 will smooth out the frequency response of the system. To make up for losses in the RC combination, gain is provided (between unity and 10) by op amp IC1. Gain is controlled by feedback resistor R11.

Because the system's noise immunity is good, no preemphasis/deemphasis is required. However, if you wish to experiment, the alternate input circuit should be used, with a higher RC time constant. For standard 75-µs preemphasis, R12 should be changed to 180,000 ohms. Then, all program material above 2120 Hz will be emphasized before it enters the transmitter. As above, op amp IC1 provides gain (set by R11) to balance out losses in the preemphasis network. Of course, if preemphasis is introduced in the transmitter, deemphasis must then be incorporated into the receiver.

The free-running frequency, f0, of voltage-controlled oscillator IC1 in Fig. 1 is determined by the values of R4 and C4. The sensitivity of the vco with the biasing shown and a Vm of +12 volts is about ±0.66 f/s/V. For minimum distortion, the deviation should be limited to ±10%, which means that the maximum input signal level at pin 5 of IC1 should be 0.3 volt peak-to-peak. The output voltage from the tape monitor or tape output jack of an audio system may range from 0.4 to 1.5 volts rms; therefore, R1 is provided so that an appropriate modulation level can be set.

The frequency-modulated output at

### Transmitter Parts List

<table>
<thead>
<tr>
<th>Part</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>R1</td>
<td>2N2222A transistor</td>
</tr>
<tr>
<td>R2</td>
<td>10,000-ohm pc-type potentiometer</td>
</tr>
<tr>
<td>R3</td>
<td>1-megohm pc-type potentiometer</td>
</tr>
<tr>
<td>R4</td>
<td>Following resistors</td>
</tr>
<tr>
<td>R6</td>
<td>300-ohm resistor</td>
</tr>
<tr>
<td>R7</td>
<td>10,000-ohm resistor</td>
</tr>
<tr>
<td>R12</td>
<td>10,000-ohm resistor</td>
</tr>
<tr>
<td>C1-C3</td>
<td>Electrolytic capacitors</td>
</tr>
<tr>
<td>C4-C5</td>
<td>Disc capacitors</td>
</tr>
<tr>
<td>C6</td>
<td>Electrolytic capacitor</td>
</tr>
<tr>
<td>C7</td>
<td>Electrolytic capacitor</td>
</tr>
<tr>
<td>C8-C10</td>
<td>Film capacitors</td>
</tr>
<tr>
<td>C11</td>
<td>Capacitor</td>
</tr>
<tr>
<td>C10</td>
<td>Electrolytic capacitor</td>
</tr>
<tr>
<td>Q1</td>
<td>2N2222A transistor</td>
</tr>
<tr>
<td>I1</td>
<td>Power transformer</td>
</tr>
<tr>
<td>I2</td>
<td>Line-coupling transformer</td>
</tr>
<tr>
<td>D1</td>
<td>1N914 silicon diode</td>
</tr>
<tr>
<td>D2,D3</td>
<td>1N4002 rectifier diode</td>
</tr>
<tr>
<td>ICI</td>
<td>78L12CZ voltage-controlled oscillator</td>
</tr>
<tr>
<td>IC2</td>
<td>78L12CZ voltage-controlled oscillator</td>
</tr>
<tr>
<td>Q2</td>
<td>2N2222A transistor</td>
</tr>
<tr>
<td>I2</td>
<td>Power transformer</td>
</tr>
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<td>IC2</td>
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<tr>
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<td>78L12CZ voltage-controlled oscillator</td>
</tr>
<tr>
<td>IC2</td>
<td>78L12CZ voltage-controlled oscillator</td>
</tr>
<tr>
<td>Q2</td>
<td>2N2222A transistor</td>
</tr>
</tbody>
</table>
pin 3 of IC1 is roughly a 6-volt peak-to-peak square wave. This signal is used to modulate the Q1 r-f oscillator, which uses tuned transformer T1 as its collector load. Because T1 is tuned to f, by adjusting its slug and C7, it serves as a high-impedance collector load, which eliminates the need for additional current limiting for Q1. Because the collector signal can have as much as a 50-volt peak-to-peak amplitude, Q1's breakdown point must be high. The transistor specified for Q1 in the Parts List has a 60-volt breakdown to provide a margin of safety. The modulated r-f output from the transmitter is coupled to the power line via C8 and C12. Note that Fig. 1 specifies values for C4 and C7 for either 100- or 200-khz operation. Also note that capacitors C10 and C11 are connected across rectifier diodes D2 and D3. These capacitors reduce the small step transient that might be present across the silicon diodes whose upper harmonics fall within the frequency of interest. The job of the receiver is to amplify, limit, and demodulate the received FM signal riding on the ac power line which can have high-amplitude noise transients. In addition, the receiver must also provide an audio mute in the absence of a carrier.

The circuit shown in Fig. 3 picks up the incoming FM signal and tunes to the carrier frequency via the T1IC2 circuit. This signal is then applied to a two-stage limiting amplifier (composed of elements inside transistor array Q1), phase-locked loop IC1, audio amplifier IC2, and a mute circuit made up of Q1E and discrete transistor Q2.

The FM carrier is coupled to the primary of tuned transformer T1 through C1 and C2. The secondary of

**Fig. 3. In the receiver, the value of C10 must be increased for de-emphasis, if preemphasis is used in transmitter.**

![Circuit Diagram](image)

**RECEIVER PARTS LIST**

<table>
<thead>
<tr>
<th>C1</th>
<th>C9</th>
<th>C19</th>
<th>C20</th>
<th>C21</th>
<th>0.1 µF, 200-volt film capacitor</th>
</tr>
</thead>
<tbody>
<tr>
<td>C2</td>
<td>See Fig. 3 for value</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C3</td>
<td>C14-47 µF, 16-volt electrolytic capacitor</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C4</td>
<td>Not used</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C5</td>
<td>C7, C15-0.1 µF, 25-volt disc capacitor</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C6</td>
<td>C18-2.2 µF, 25-volt electrolytic capacitor</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C8</td>
<td>C12-1000-pF disc capacitor</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C10</td>
<td>100-pF disc capacitor (see text)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C11</td>
<td>2200-pF disc capacitor</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C13</td>
<td>See Fig. 3 for value</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C16</td>
<td>470-µF, 25-volt electrolytic capacitor</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C17</td>
<td>1000-µF, 25-volt electrolytic capacitor</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>D1</td>
<td>1N914 silicon diode</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>D2</td>
<td>D3</td>
<td>IN4002 rectifier diode</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>IC1</td>
<td>56S5 phase-locked loop integrated circuit</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>IC2</td>
<td>LM380 audio amplifier integrated circuit (National)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>IC3</td>
<td>78L12CZ 12-volt regulator integrated circuit</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Q1 (A to E)</td>
<td>LM3046 transistor array (National)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Q2</td>
<td>2N4248 transistor</td>
<td></td>
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</tr>
</tbody>
</table>

The following resistors are half watt:

- R1-3600 ohms, 5%
- R2-1200 ohms, 5%
- R3-820 ohms, 5%
- R4-1600 ohms, 5%
- R5-R6-6200 ohms, 5%
- R7-360 ohms, 5%
- R8-510 ohms, 5%
- R9-10,000 ohms, 10%
- R10-1800 ohms, 5%
- R11-1000 ohms, 5%
- R12-3900 ohms, 10%
- R13, R14-420 ohms, 5%
- R15-33,000 ohms, 10%
- R18-2.7 ohms, 10%
- R16-10,000-ohm pc-type potentiometer

**R17-1-megohm potentiometer**

**T1** - Line-coupling transformer (see text)

**T2** - Power transformer with 26.8-volt center-tapped, 1-ampere secondary (Triad No. F40X or similar)

**Misc.** - Printed circuit board; line cord; machine hardware; hookup wire; solders; etc.

**Note:** The following items are available from American Scientific Corp., 1957 Old Middlefield Rd., Mountain View, CA 94043: etched and drilled transmitter pc board for $3; etched and drilled receiver pc board for $5.50; transmitter IC's and transistors and Toko line-coupling transformer for $6.00; receiver IC's and transistors and Toko transformer for $10.50; complete transmitter kit for $18.95, plus $1.00 shipping; complete electronics receiver kit for $27.95, plus $1.00 shipping. National Semiconductor IC's are available, singly or in quantity from OEMousco. 2403 Charleston Rd., Mountain View, CA 94043.
amplifier is applied directly to the mute detector, Q2, but is reduced to about 1 volt by the attenuator consisting of R12 and R14 before being applied to PLL IC1.

The PLL operates as a narrow-band filter that tracks the incoming FM signal and provides a low-distortion demodulated audio output whose signal-to-noise (S/N) ratio is high. The oscillator inside the PLL is set to free-run at a frequency near that of the carrier by the choice of value for C13 and setting of R16.

If 75-microsecond preemphasis is used, increase the value of C10 to 2200 pF. Increasing this capacitor's value will reduce the carrier level in the audio line at the expense of high-frequency audio response.

The mute circuit quiets the receiver when no carrier is present. Without this circuit, an excessive noise level would result as the PLL attempts to

Fig. 4. Use this circuit to change receiver output for more power.

T1 is tuned by C2, while R1 lowers the Q of the circuit to permit it to accept the ±10% modulation and to prevent excessive ringing on noise spikes. Such ringing would cause the mute circuit to deactivate. The secondary of T1 is tapped to match the input impedance of Q1A. The recovered carrier at the secondary of T1 can have an amplitude of between 0.2 and 45 volts peak-to-peak. The 17.1 turns ratio from the full secondary to the tap reduces the amplitude of the recovered carrier so that the base of Q1A "sees" a signal that ranges from 12 mV to 2.6 volts peak-to-peak.

The two-stage limiter amplifier composed of Q1A through Q1D operates as a fairly fast comparator whose slew rate is about 70 volts/us and gain is about 3000. The output from this limiter is a roughly 7-volt peak-to-peak square wave that has rise and fall times of 100 ns. (Any fairly fast comparator that delivers more than 5 volts output could be used as the limiting amplifier. However, the transistor array specified is a low-cost item that has the advantage of containing an extra-high beta transistor, Q1E, which is used as the mute switch.) The 7-volt peak-to-peak output of the limiting amplifier is applied directly to the mute detector, Q2, but is reduced to about 1 volt by the attenuator consisting of R12 and R14 before being applied to PLL IC1.

The PLL operates as a narrow-band filter that tracks the incoming FM signal and provides a low-distortion demodulated audio output whose signal-to-noise (S/N) ratio is high. The oscillator inside the PLL is set to free-run at a frequency near that of the carrier by the choice of value for C13 and setting of R16.

If 75-microsecond preemphasis is used, increase the value of C10 to 2200 pF. Increasing this capacitor's value will reduce the carrier level in the audio line at the expense of high-frequency audio response.

The mute circuit quiets the receiver when no carrier is present. Without this circuit, an excessive noise level would result as the PLL attempts to
lock onto noise spikes when the transmitter is shut off. The mute detector is composed fo C7, D1, and Q2. Note that an emitter-follower transistor stage is used in place of a diode to give the peak detector a high input and a low output impedance. This permits the peak detector to shunt 1 to 2 mA of bias away from Q1E, without loading the limiter amplifier.

With no carrier present, the +4-volt line biases Q1E into conduction via R10 and R11, shorting the audio signal to ground. When a carrier is present, the 7-volt square wave from the limiter amplifier is peak detected, producing a negative output that is integrated by R9 and C7, averaged by R10 across C7, and further integrated by C6 and R11. The resultant −4-volt output subtracts from the +4-volt bias to deprive Q1E of base current. This transistor cuts off and allows the demodulated audio signal to pass to the audio amplifier. Peak detector integration and averaging prevents random noise spikes from deactivating the mute when no carrier is present.

Audio amplifier IC2 supplies about 2 watts of audio power to an 8-ohm speaker connected across the output of the receiver. Although this amount of power is adequate for casual and background-music listening, if you want to drive relatively inefficient hi-fi speaker systems, you’ll have to modify the output of the receiver to drive a hi-fi amplifier. The circuit shown in Fig. 4 does this. To use it, audio power amplifier IC2 is removed from the receiver circuit and the Fig. 4 circuit goes into the receiver as specified. This switching circuit operates from the mute signal so that when the transmitter is switched on, the relay will energize to apply power to the external power amplifier. In this manner, the power amplifier will automatically switch on when a signal is received. Standby power is less than 1 watt.

Construction. The transmitter is best assembled on a printed circuit board, the etching and drilling guide for which is shown actual size in Fig. 5A. In Fig. 5B is the component placement diagram for the board, while the detail in Fig. 5C shows the additions and changes to be made when preemphasis is used in the transmitter. When comparing B and C, note that R1 is eliminated from the former and R11 is installed in the latter, displaced one pad space to the left but oriented the same.
Your ears are burning with amplified noise. Even though your system is delivering sound accurately, it's also doing an efficient job of pumping out noise...accurately. Ideally, music should be recreated against a dead silent background. The Phase Linear 1000 accomplishes just that with two unique systems: The Auto Correlator Noise Reduction and the Dynamic Range Recovery Systems.

- It improves the overall effective dynamic range and signal/noise ratio 17.5 dB in any stereo system with any stereo source.
- The Auto Correlator reduces hiss and noise 10 dB without the loss of high frequencies and without pre-encoding.
- The Dynamic Range Recovery System restores 7.5 dB of dynamic range without pumping and swishing.
- Plus, it removes hum, rumble and low frequency noises, without the loss of low frequency music.

**WARRANTY:** 3 years, parts and labor

Even the finest stereo systems are limited in performance by the quality and nature of the recording. With the Phase Linear 1000, these limitations are overcome. Added to any receiver or preamplifier, it gives you the most significant improvement in sound reproduction for the money...more than any other piece of equipment you could add to your system. Ask your dealer for an audition. The silence is deafening.

**Phase Linear 1000**

Phase Linear Corporation, 20121 48th Avenue W., Lynnwood, Washington 98036

CIRCLE NO. 63 ON FREE INFORMATION CARD

---

Line-coupling transformer T1 can be made from a 455-kHz AM i-f transformer. In rewinding the turns, the secondary is made up of four turns, while 154 turns are used in the primary, tapped 29 turns from one end of the coil. You can use the wire originally wound on the transformer or 41 AWG enameled wire for the turns.

As with the transmitter, the receiver is best assembled on a printed circuit board. The etching and drilling guide and components placement diagram are shown in Fig. 6A & B.

Line-coupling transformer T1 is constructed in the same manner as described for T1 in the transmitter, except that primary is composed of 4 turns, the secondary 154 turns, tapped 9 turns from one end.

**Adjustments.** Make sure that the transmitter and receiver are operating at the same frequency. (See Figs. 1 and 3 for values of frequency-determining components.) Plug the transmitter and receiver into ac outlets and use an oscilloscope or ac voltmeter to check the amplitude of the waveform across the secondary of T1 in the receiver. There is no need at this time to have the carrier modulated.

Adjust the slugs in the T1's in both the transmitter and the receiver for maximum signal amplitude across the secondary of T1 in the receiver. If the receiver is to be located some distance from the transmitter or on the opposite side of a 117/220-volt service line, T1 will have to be readjusted in the receiver to maximize rejection of ac line noise.

The free-running frequency of the PLL in the receiver is trimmed by adjusting R16, which should initially be set near the center of its range. Rotate R16's wiper slowly in both directions until the PLL locks lose, indicated by a sharp increase in noise and a distorted output from the receiver. Note the two positions where drop-out occurs; center R16 between these two points. A finer adjustment may be required to obtain minimum noise if an SCR light dimmer is in operation.

The final adjustment is for modulation amplitude in the transmitter. Connect an audio signal source to the input of the transmitter and adjust R1 for a signal amplitude of about 0.1 volt rms maximum at the input (pin 5) of IC1. This can also be accomplished by carefully listening to the receiver while adjusting R1 in the transmitter until the sound just distorts and then backing off a little.

Because a single transmitter/receiver system will suffice for a monophonic sound system or for one channel of a stereo system, a second receiver and transmitter will be required for stereo sound over the wireless medium. In this case, one transmit/receive system would be tuned to 100 kHz and the other to 200 kHz. You can also use a pair of transmit/receive systems for the rear channels in a 4-channel system to avoid running cables all over your listening room. Again, you would use a different carrier frequency for the different channels.

One final note: Although we have mentioned using carrier frequencies of 100 kHz and 200 kHz for a two transmit/receive system, this spacing needn't be 100 kHz apart. For most purposes, a 40-kHz spacing will do, while still providing maximum frequency response from the system.

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Fig. 6B. Component placement diagram for the receiver is shown above. Foil pattern (Fig. 6A) is on previous page.
AN INTRODUCTION TO RADIO ASTRONOMY

Get into this fascinating new hobby with a simple homebrew telescope system.

Radio astronomy has changed our understanding of the universe. Behind this new science is an electronic, rather than an optical "eye," called the radio telescope. It was the radio telescope that first brought to our attention the existence of quasars, pulsars, and galaxies that seem to disappear at the very brink of space and time.

Shortly after World War II, radio astronomy became a serious science. The wartime effort brought tremendous advances in communication and radar receivers and antennas that had the bandwidths, low noise levels, and high gain characteristics required for radio astronomy. Professional astronomers seized the opportunity to explore the universe by studying the radio signatures of planets, stars, and galaxies. The amateur astronomer, however, has shown uncharacteristic shyness toward radio astronomy.

Part of the amateur's reluctance to get involved in radio astronomy has been the lack of budget-priced "viewing" equipment. Though this may have been an obstacle in the past, vhf and uhf equipment and devices are now readily available for amateur use.

In this article, we will discuss radio astronomy in general terms to introduce amateur optical astronomers and non-astronomers to this fascinating and relatively new hobby. We will discuss what a radio telescope is and how to listen to the cosmos with a simple homemade telescope.

Tuning In the Stars. The stars that fill the nighttime skies with their twinkling blue-white light visible to the human eye emit electromagnetic energy in the visible spectrum. It is to these that the optical astronomer aims his telescope. Many large objects in space also emit electromagnetic energy at longer wavelengths, in the shf, uhf, and even vhf portions of the radio spectrum. Obviously, no optical telescope allows the human eye to view these wave-lengths. For these, you need a radio telescope.

The real impact of radio astronomy has not come from matching up light and radio waves from visible stars. Most of the stars visible to the human eye generate relatively low amounts of energy in the radio spectrum. In contrast, the most powerful radio sources outside our solar system include distant galaxies, dense star clusters, and remnants of exploded star systems.

Consequently, a simple backyard radio telescope can (and does) readily respond to colliding galaxies on "the other side of the universe," though it cannot detect radiation from well-known stars like Vega and Sirius. Furthermore, a simple radio telescope can pick up radiation from sources that are optically obscured by clouds of gas and dust, a condition that exists when an optical telescope is turned toward the center of the Milky Way galaxy. Also, radio telescopes can "see" through clouds, air pollution, and high ambient light at night and can be used for daylight "viewing."

The universe is literally alive with white-noise radio "static." Every hot object—which includes stars, galaxies, etc.—emits broadband radio energy that has an intensity roughly proportional to its temperature. As illustrated in Fig. 1, this kind of thermal radiation rises in intensity through the vhf and uhf parts of the radio spec-

Figures 1, 2, and 3 are from the author's book "Radio Astronomy for the Amateur," published by Tab Books, Blue Ridge Summit, PA.
trum. It reaches a peak just beyond the visible wavelengths.

There are also nonthermal sources of radio noise in space. Most such sources are created by high-velocity electrons whipping through intense magnetic and gravitational fields that surround most stars and galaxies. Note from Fig. 1 that the intensity of nonthermal radiation is highest at the low end of the vhf radio band.

Many radio sources in space generate noise that is both thermal and nonthermal. The significance of this is that an amateur astronomer has the option of observing the sources anywhere across the radio spectrum. Some sources, however, tend to generate larger doses of radio energy at one end or the other of the spectrum. The sun and Jupiter are classic examples of predominantly nonthermal sources of radio energy.

The sun is our most powerful radio source. While it generates much high-frequency thermal radiation, intense nonthermal signals from sunspots and solar flares make it an excellent subject for the novice radio astronomer. The planet Jupiter is the next strongest radio source. Since it is rather cold, its thermal radiation is negligible (as far as amateurs are concerned). Jupiter's powerful gravitational field, however, sweeps gigantic swarms of electrons through the planet's upper atmosphere, creating noise that can be heard easily with a radio telescope (as low as 21 MHz).

There is a third class of radiation, known as the 21-cm hydrogen line, that is of special interest to radio astronomers. Hydrogen atoms make up an overwhelming majority of all the matter in the universe. They radiate a "resonant" energy at a constant frequency of 1,428 GHz. Anywhere there is hydrogen, this radiation is present. Hence, professional radio astronomers have keyed most of their research to the 21-cm band. Unfortunately for amateurs, 21-cm equipment with the proper specifications is either too elaborate or too expensive—or both—for the average amateur's budget. Until microwave equipment becomes available with more suitable specifications at a lower cost, there is little an amateur radio astronomer can contribute at 21 cm. Even so, there is a lot for the amateur astronomer to see at the lower vhf and uhf frequencies.

The most fruitful working range for amateur radio astronomers is in the vhf and uhf bands where nonthermal and thermal sources have about the same energy levels. The technology is fairly well established in this range, and few professional radio astronomers have done work here.

The Radio Telescope. From a block-diagram point of view, a radio telescope is little more than a directional antenna, wideband receiver, and some type of recording/readout device. Adding a device for aiming the antenna and calibrating the receiver complete the picture.

Whenever a radio source in space enters the antenna's beam pattern, the readout device registers a gradual increase in noise signal level. The signal in most cases is pure white-noise static. As the source passes through the center of the beam, the readout device will show a peak noise level. Then, the noise level drops off as the object moves away from the antenna.

<table>
<thead>
<tr>
<th>TABLE 1—ANTENNA AND MOUNTING CHARACTERISTICS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Antenna:</strong></td>
</tr>
<tr>
<td>Multi-element beam (YAGI)</td>
</tr>
<tr>
<td>Beam array</td>
</tr>
<tr>
<td>Single helix</td>
</tr>
<tr>
<td>Helical array</td>
</tr>
<tr>
<td>Parabolic reflector</td>
</tr>
<tr>
<td><strong>Mounting:</strong></td>
</tr>
<tr>
<td>Fixed</td>
</tr>
<tr>
<td>Altazimuth</td>
</tr>
<tr>
<td>Equatorial</td>
</tr>
</tbody>
</table>

POPULAR ELECTRONICS
TABLE 2—RECEIVER CHARACTERISTICS

<table>
<thead>
<tr>
<th>Receiver Type</th>
<th>Advantages</th>
<th>Disadvantages</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shortwave communications</td>
<td>High gain; suitable converters and preamplifiers available</td>
<td>Narrow bandwidth</td>
</tr>
<tr>
<td>Commercial FM</td>
<td>Good gain; wideband; low noise</td>
<td>Restricted to 88-108-MHz</td>
</tr>
<tr>
<td>Custom-designed homemade</td>
<td>High gain; wide bandwidth; low noise</td>
<td>Requires know-how to build and align</td>
</tr>
<tr>
<td>TV tuner</td>
<td>Readily available; wide bandwidth</td>
<td>Low gain; poor noise figures</td>
</tr>
</tbody>
</table>

stronger the radio source, the higher the peak signal response.

Anyone familiar with communication systems will find the purpose of each element in a radio telescope system rather obvious, but a brief summary is in order. The antenna picks up radio signals from remote sources. The antenna mounting steers the antenna to the point in the skies from which the signal originates. The receiver then tunes, amplifies, and detects the signal. Finally, the recording system displays or records the results. The special requirements imposed on these common system components, however, require further discussion.

The antenna, for example, must have a higher power gain than is normally required for communication purposes, and it must be highly directive. Only antennas with gain figures in excess of 10 dB are worth considering for serious radio astronomy work. The major lobe should have a width of no greater than 30° between the half-power points. By the same token, the bandwidth of the antenna should be 2 MHz or more.

Although parabolic antennas seem to be the hallmark of professional radio astronomy, they are not the best choice for amateur astronomers, especially newcomers. Considering both practical and theoretical features; a tuned multi-element beam antenna is the best all-around choice for a vhf radio telescope system, while a quad helix array performs better in the uhf range. Table 1 summarizes the advantages and disadvantages of antenna systems in the light of amateur radio astronomy.

Most amateur radio astronomers find that they spend considerable time and effort designing, building, and debugging the antenna and antenna mounting system. While receivers and recording devices with the necessary specifications are available commercially, the antennas are not. The ultimate success or failure of a radio astronomy system rests heavily on the quality and proper selection of an antenna system, making the extra time and effort very worthwhile.

As far as the receiver is concerned, it must have high gain, low noise, good stability, and wide bandwidth. These particular requirements are almost self-contradictory, and run-of-the-mill radio construction projects seldom meet them. Fortunately, there are some ready-made systems that can do the job.

Any wideband radio receiver that has a sensitivity of 5 μV or better is suitable for amateur radio astronomy work. Shortwave communication receivers can be used, provided they have a sensitivity on the order of 0.5 μV to make up for their narrow predetection bandwidth. Commercial FM receivers work rather well in a vhf radio telescope system because most of them have good sensitivity figures and a wide predetection bandwidth. (Incidentally, there is no need to disable the FM detector or limiter stage to get satisfactory results from an FM receiver. The receiver passes wideband noise whenever there is no carrier present.)

It is tempting to try using a uhf TV receiver to work the uhf end of the radio astronomy spectrum. However, while TV receivers have the required bandwidth, they have intolerably low sensitivity figures. The wideband characteristic never quite makes up for the poor sensitivity, and any attempt to use a TV receiver is bound to produce disappointing results. Table 2 compares the various types of receivers available.

The data readout or recording device, the final stage in the system, can be as simple as a voltmeter or as complex and expensive as a chart recorder. In any case, it must provide information with reasonable precision and reliability. Table 3 lists the relative advantages and disadvantages of three types of recording devices.

Few amateur radio astronomers can resist the temptation of listening to the hissing signals from the cosmos through a loudspeaker. With the notable exception of signals from Jupiter, radio signals from space are not very exciting to hear. A loudspeaker is nevertheless a popular kind of auxiliary “readout” device for amateur radio telescopes.

The basic specifications for simple radio telescopes are summarized in Table 4.

Getting Started. Doing anything really useful with a radio telescope requires at least a nodding acquaintance with basic astronomy. A radio astronomer must be able to aim his antenna at a particular target or know what sources are passing through the
lobe pattern of his antenna at a given time. So, he must be able to read star maps and interpret prediction tables. However, an experimenter doesn’t have to be familiar with astronomy to set up a simple telescope and get it working.

The 110-MHz radio telescope system illustrated in Fig. 2 can be assembled for about $30, assuming you already have an FM receiver and a voltmeter. A beginner can assemble this system, use it to spot a couple of radio sources, and finally determine for himself whether or not he wants to learn more about astronomy and build another system suitable for more extensive projects.

Although most of the time and money involved in this 110-MHz system goes into building the antenna and its mounting, there is really nothing unusual about it. It is a standard 13-element yagi array cut for a center frequency of 110 MHz. The elements can be made from heavy aluminum wire and mounted on a boom made up of 8” (2.5-m) long sections of 1½” (3.8-cm) diameter aluminum tubing. Mount the boom assembly on a standard 2” (5.1-cm) diameter steel mast to raise the balance point of the boom about 16’ (5 m) above ground level. Experimenters who are uncertain about construction techniques for this type of antenna should look up further details in Radio Astronomy for the Amateur by this author (TAB Books, Blue Ridge Summit, PA 17214). This book also contains all the information you’ll need to get seriously into radio astronomy on an amateur level. Alternatively, you can consult a recent edition of The ARRL Antenna Book for antenna construction tips.

Fix the antenna mounting so that it always aims the boom due south. The boom must be mounted so that it can be adjusted in altitude (pivot up and down). Use a length of RG-58/U coaxial cable to carry the antenna signal to the input of a moderately good FM receiver. An impedance-matching transformer can be used to match the 50-ohm impedance of the antenna/cable to the 300-ohm impedance of the antenna input circuit on most FM receivers. (The matching transformer isn’t absolutely necessary for trial runs.) Then, connect a voltmeter that has a 1- or 1.5-volt ac range across the receiver’s speaker output terminals. The meter will now register the system’s output noise level.

A switch at the antenna input on the receiver can be used to replace the antenna with an equivalent-value load resistor. Since the resistor generates a negligible amount of noise, any noise detected by the voltmeter while the resistor is in the circuit represents the receiver’s inherent noise level. Switching the antenna back into the system will always cause a rise in the noise level. The increase in noise level represents the signal level present at the antenna.

The sun is usually the best subject for trying out a new radio telescope, mainly because it is so easy to find and is such a powerful radio source. To check out this simple system, adjust the altitude of the antenna so that it points directly at the sun when it crosses the celestial meridian (an imaginary line that runs from directly overhead down to the southern horizon). Make this initial adjustment about two hours before the crossing is to occur.

All readings described here were taken with the receiver tuned to 110 MHz, as determined with the aid of an r-f signal generator. The treble control on the receiver was set to maximum and the afc switch to off. The volume control must be set for full audio gain while taking readings, but it can be turned down at other times if the noise is high.

---

**TABLE 4—BASIC SPECIFICATIONS FOR SIMPLE RADIO TELESCOPE**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Minimum</th>
<th>Nominal</th>
<th>Excellent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Antenna gain</td>
<td>10 dB</td>
<td>15 dB</td>
<td>20 dB</td>
</tr>
<tr>
<td>Receiver sensitivity</td>
<td>5 µV</td>
<td>1 µV</td>
<td>0.5 µV</td>
</tr>
<tr>
<td>Receiver bandwidth</td>
<td>100 kHz</td>
<td>2 MHz</td>
<td>6 MHz</td>
</tr>
</tbody>
</table>

Note: Minimum is capable of detecting signals from sun, Jupiter, Cassiopeia A and galactic plane; nominal and excellent are capable of working at least five sources outside solar system.
ing sound becomes a nuisance.

Switch to the resistor and note the voltmeter reading. If possible, use the meter's zero-adjust control to set the meter pointer to zero. If this isn't possible, set the pointer for the lowest possible reading and note it on a sheet of paper. Now, switch to the antenna and note the new reading. Subtract the previous (reference) reading from the new reading to obtain a fairly good estimate of the background noise being picked up by the radio telescope.

Take both readings in a similar fashion at 30-minute intervals over a period of four hours or so. Always note the time and difference between readings. When the experiment is completed, the data should show a distinct rise in the noise levels as the sun passes through the beam pattern.

Illustrated in Fig. 3 are the results of a four-hour recording session identical to that described above. The plotted data (solid lines) show signals arriving from three different sources: Sagittarius A, Jupiter, and the sun. Sagittarius A, a powerful radio source representing the center of our galaxy, was just moving away from the antenna when the session began. Jupiter then moved into the beam, followed by the sun. Three powerful radio sources are not always lined up in this way, so an experimenter shouldn't be disappointed if his data shows only a single response representing the sun.

Our simple 110-MHz system is capable of detecting signals from at least seven different radio sources of extraterrestrial origin. These include: the sun, Jupiter, Sagittarius A, Cassiopeia A, Taurus A, and Virgo A. Electronics experimenters who are unfamiliar with the locations of the constellations listed here can seek the aid of an experienced amateur astronomer.

Our simple radio-astronomy system has a secondary application as a bonus. It makes an excellent system for FM DX'ing.
Measure up to 90 volts from dc to beyond 20 MHz.

There has long been a need for an inexpensive, easy-to-use bench instrument that could measure the voltage levels of signals at frequencies into the MHz range. Now, for less than $25 you can build a broadband voltmeter that accurately measures from dc to frequencies over 20 MHz at amplitudes up to 90 volts in five overlapping voltage ranges.

The heart of this meter is a thermal converter similar to the type used in professional instruments to perform voltage calibrations to frequencies of 1 GHz. The converter is essentially a straight wire heater, which is connected in series with the current to be measured, and a thermocouple that measures the mid-point temperature of the heater. The thermocouple generates a dc voltage that is approximately proportional to the square of the current. (Fig. 1).

The important characteristic of the thermal converter is that its response is relatively independent of waveform and frequency variations. The unit used in this voltmeter is designed to operate between dc and 10 MHz with excellent accuracy and up to 65 MHz with only a 3% error. To get accurate results at, say, 65 MHz, a more sophisticated construction of the converter would be required.

How It Works. As shown in Fig. 2, R1 through R4 make up a voltage divider, with values selected to limit the voltage across TC1, the thermal converter, to 0.45 V. The dc output of TC1 is connected to the noninverting input of operational amplifier IC1, which is connected as a dc amplifier. Resistors R5 and R6 determine the gain of IC1, whose output drives M1 a 50-µA meter. Potentiometer R7 is used to calibrate the circuit and the meter, while R8 is adjusted to set the zero point of the meter movement.

Construction. With the exception of the circuit involving the input voltage
divider and TC1, where r-f signals may be present, and all leads should be kept as short as possible, there are no special precautions to be observed in wiring the voltmeter. However, it is advisable to keep the r-f and dc portions separated as much as possible to avoid pickup.

The IC and resistors can be mounted on perforated phenolic board, with the five connectors, meter, switch, and two potentiometers on the front panel of a suitable enclosure. The resistors in the voltage divider are standard 5% units, R1, R3, and R4 being made up of two resistors either in series or parallel, to obtain the required value. The closer you can come to the required value, the better the accuracy of the meter. A precision resistance measuring bridge can be used to get even better accuracy.

Calibration. Before turning on the power, be sure that the meter needle is at its zero mark, using the mechanical zero adjustment on the meter itself if necessary. Set R7 to its center position, turn on the power (S1), and wait a few minutes for the circuit to stabilize.

Then adjust R8 to set the meter pointer to zero.

Because TC1 is a thermal device, it will generate a slight output due to the ambient temperature. It will also indicate above zero following each measurement until it returns to the ambient temperature. For this reason, R8 should not be used to adjust the zero after each measurement. Use R8 only after the temperature has stabilized for 5 or 10 minutes.

With the power on and the meter zeroed, connect a known dc voltage to the appropriate input jack. The 22.5-volt input (J2) is recommended because calibrating on that range will distribute the voltage divider errors more evenly. Wait about 10 seconds for TC1 to stabilize. Then adjust R7 to obtain the correct meter reading as determined by the graph in Fig. 1. The calibration will be as good as the degree to which the input voltage is known. (Three fresh 1.5-volt dry cells will provide a calibration voltage very close to 4.8 volts.)

Caution. Although the circuit is conservatively designed to protect TC1, the device can be easily damaged by excessive current. Even brief currents of 5 mA or more in the input divider circuit can burn out TC1. Always start measurements using the 90-V range and move down to the lower ranges only if the meter indication is 5 divisions or less. Never connect a voltage to an input jack when you know the voltage is higher than the range for that jack. Also, never change the amplitude or frequency of the input signal without first reducing it to zero since transients could damage the thermal converter.

Use. Always remember to allow the voltmeter to warm up for a few minutes.

Keep in mind that the meter's repeatability may be an order of magnitude better than most instruments to which you may compare it. To avoid confusion, set this meter to a reference indication and then compare it to another instrument. This voltmeter is very sensitive in the upper third of the scale, and a small voltage change that may not be noticed on a conventional multimeter can amount to several divisions on this meter.

Photo of prototype shows layout of components.
A DIGITAL STOPCLOCK FOR SHORT AND LONG EVENT TIMING

Times events to 10 hours in 0.1-second intervals.

BY MICHAEL S. ROBBINS
WOULD you like to know precisely how long a recording session runs; how long it takes to make one lap around the track; or how long that new amplifier has been cooking on the bench? Here is a new six-digit stopclock that can do it—counting and displaying elapsed time up to ten hours by tenths of a second.

The heart of the stopclock is the new National Semiconductor MM5309 PMOS integrated circuit. It is identical to the MM5311-5314 series of clock IC’s with one important exception. The “hold” pin has been replaced by a “reset” pin, which allows all of the counters to be reset to zero. This means that all of the on-chip counters can be reset to zero as required in a stopclock.

In this project the 5309 is used with three other IC’s to provide 0.1-s counting with stop, start, and reset controls. Power is provided by a 12-volt transformer, and either 60- or 50-Hz line power can be used. Although the 5309 has outputs for either a 12- or a 24-hour display, in this case we use only a 10-hour display with the initial zero blanked and the sixth digit used for displaying tenths of a second. (For example, the display is 9:00:00.0 instead of 09:00:00.0.)

Later in this article, we will describe some practical circuits to use in actuating the stopclock for timing different types of events.

**How It Works.** As shown in Fig. 1, the output of IC4 is in a multiplex seven-segment format, with each LED display turned on for one-sixth of the display cycle. The seven segment lines coming from Q9 through Q15 carry the segment information to all six digits (DIS1 through DIS6), while the six digit-enable lines coming from Q3 through Q8 turn on the digits one at a time. The display cycle occurs at about a 1000-Hz rate, so that any display flicker is not noticeable.

Transistors Q1 and Q2 function as an interdigit blanking generator to prevent segment ghosting or afterglow. All segments are shut off for an instant before the digits are switched.

Since IC4 counts in seconds, IC2 and IC3 are required to provide a 0.1-s count. The first section of IC2 divides the 60-Hz line frequency down to 10 Hz, while the second section counts the 10-Hz pulses and delivers a BCD output. The count is repetitive, going from zero through nine. The reset line of IC2 (pin 7) is connected to the reset line of IC4 (pin 16) to insure that the two IC’s count in synchronism after both are reset.

To display the output of IC2, the BCD signal must be converted to a seven-segment format. This is performed by IC3. To eliminate the need

### PARTS LIST

<table>
<thead>
<tr>
<th>Part</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>C3</td>
<td>0.02-µF disc capacitor</td>
</tr>
<tr>
<td>C4,C7</td>
<td>0.01-µF disc capacitor</td>
</tr>
<tr>
<td>C6</td>
<td>0.002-µF disc capacitor</td>
</tr>
<tr>
<td>D1</td>
<td>through D4—1N4001 rectifier diode</td>
</tr>
<tr>
<td>D5</td>
<td>through D16—1N914 switching diode</td>
</tr>
<tr>
<td>IC1</td>
<td>CD4023AE (RCA) or MC14023CP (Motorola) integrated circuit</td>
</tr>
<tr>
<td>IC2</td>
<td>MC14566CP (Motorola) integrated circuit</td>
</tr>
<tr>
<td>IC3</td>
<td>MM5309 (National) integrated circuit</td>
</tr>
<tr>
<td>DIS1</td>
<td>through DIS6—Seven-segment LED display (Litronix DL717 or similar)</td>
</tr>
<tr>
<td>Q1,Q2,Q9</td>
<td>through Q15—2N5172, MFP5172, or MPSA20 transistor</td>
</tr>
<tr>
<td>Q3</td>
<td>through Q8—2N4403 transistor</td>
</tr>
<tr>
<td>R1,R2,R3,R10—1000 ohms</td>
<td>The following resistors ½ watt, 10%:</td>
</tr>
<tr>
<td>R4,R6,R7—100,000 ohms</td>
<td></td>
</tr>
<tr>
<td>R5,R17 through R23—10,000 ohms</td>
<td></td>
</tr>
<tr>
<td>R8,R9—470,000 ohms</td>
<td></td>
</tr>
<tr>
<td>R10 through R16—2000 ohms</td>
<td></td>
</tr>
<tr>
<td>R24 through R29—470 ohms</td>
<td></td>
</tr>
<tr>
<td>R31 through R37—120 ohms</td>
<td></td>
</tr>
<tr>
<td>R38—270 ohms</td>
<td></td>
</tr>
<tr>
<td>S1,S2,S3</td>
<td>Normally-open spst pushbutton switch</td>
</tr>
<tr>
<td>TS1</td>
<td>Two-lug screw-type terminal strip</td>
</tr>
<tr>
<td>TS2</td>
<td>Four-lug screw-type terminal strip</td>
</tr>
<tr>
<td>Misc.</td>
<td>Chassis box; printed circuit boards (2); 74 Molex Soldercons or one</td>
</tr>
<tr>
<td></td>
<td>28-pin, two 16-pin, and one 14-pin IC sockets; 2 small L brackets</td>
</tr>
<tr>
<td></td>
<td>(optional); four spacers; four rubber feet; red acryllic display filter;</td>
</tr>
<tr>
<td></td>
<td>machine hardware; hookup wire, solder; etc.</td>
</tr>
<tr>
<td>Note</td>
<td>The following are available from Caringella Electronics, Inc., P.O. Box</td>
</tr>
<tr>
<td></td>
<td>727, Upland, CA 91786: etched and drilled main pc board No. DSC-1PC</td>
</tr>
<tr>
<td></td>
<td>for $7.95; etched and drilled display board No. DSC-1APC for $6.95;</td>
</tr>
<tr>
<td></td>
<td>complete kit of parts, including cabinet, hardware, etc.; No. DCS-1K</td>
</tr>
<tr>
<td></td>
<td>for $74.95 plus $2 shipping. California residents, please add 6% sales tax</td>
</tr>
<tr>
<td></td>
<td>on all items. There are no kits available for the circuits shown in Fig. 4.</td>
</tr>
</tbody>
</table>

**Fig. 1.** Complete schematic of stopclock is shown above and on opposite page.
Fig. 2. Etching and drilling guides with component layout diagrams for the two pc boards.
for additional transistors to drive the 0.1-s display (DIS6), the outputs of IC3 are connected through D9 through D15 to the outputs of IC4. Since IC4 is off due to the leading-zero blanking interval when it would normally display the 10's of hours, this time slot can be used for the 0.1-s display. Thus, the H10 output of IC4 is used to turn on and off IC3 and enable DIS6.

Now, what happens when the H10 10's of hours display is supposed to be on as it normally would be after a 9:59:59 count? Without IC1, DIS6 would display a random character. One NAND gate in IC1 is used to detect this random digit and reset IC2 and IC4 to zero. In this manner, the stopclock is reset 0.2 second after the 10:00:00 count pulse, thus producing an effective timing range of 9:59:59.9 counts.

The other two gates in IC1 are connected as an RS latch to turn on and off the time base. Operating S2 causes pin 9 of IC1 to drop to zero. Diode D7 is then forward biased, preventing the ac signal from reaching IC2 and IC4. Operating S1 raises pin 9 to about 12 volts and effectively removes D7 from the circuit, allowing the ac timing signal to reach the counters, and the count changes every 0.1 second.

Jumper Z1 between pins 13 and 14 of IC4 causes the input sections of IC2 and IC4 to divide by six for use on the 60-Hz power line. For 50-Hz operation, no jumper is needed.

Construction. The stopclock is best assembled on two printed circuit boards, the etching and drilling and component placement guides for which are shown in Fig. 2. The circuit is split between the main and display boards as shown by the two sections in Fig. 1.

Leaving installation of the IC's until last, wire the main board as shown, taking care to properly orient the filter capacitor, diodes, and transistors. Note in Fig. 3 that some resistors mount upright. Install Molex Soldercons® or regular IC sockets in the locations for the IC’s, but don’t install the IC's just yet.

Next, wire the display board as follows: First install and solder the resistors into place on the foil side of the board. Trim away excess lead lengths. Then install and solder into place the displays, DIS1 through DIS6, on the blank side of the board. Interconnect the two boards with lengths of hookup wire connected between similarly labelled pads on both boards. Solder 5" (12.7-cm) lengths of hookup wire to the pads identified in Fig. 2 by the letters H through L.

Fasten the display board to the main board with two small L brackets, threaded spacers, and machine screws; and mount another pair of spacers at the back of the main board. Then mount the entire assembly inside the chassis box, via the spacers, with four machine screws and lockwashers. Glue a red acrylic filter behind the front panel of the chassis box over the display “window.” Then mount TS1 and TS2 on the rear panel of the box and S1, S2, and S3 on the top.

Connect and solder the free ends of the wires coming from holes H and I to the lugs of TS1 and the free ends of the J, K, L, and M wires to lugs 3, 6, 4, and 5, respectively of TS2. Solder 5" lengths of hookup wire to each of the lugs on TS2 and wire them to the switches as shown in Fig. 1. Label TS1 12 VOLT AC and lugs 3 through 6 on TS2 STOP, START, RESET, and GROUND, respectively. Then label switches S1, S2, and S3 STOP, START, and RESET, respectively.

Practicing the usual precautions for handling MOS devices, install the IC's in their respective locations via the Soldercons or sockets. Make certain that you orient them properly. (On the case of each IC is a dot for easy identification of pin 1.)

Operation and Use. When power is first applied to the stopclock, random numbers will be displayed. Depressing RESET switch S3 resets all displays to zero. When START switch S1 is momentarily closed, the stopclock should begin counting at a 0.1-s rate and the DIS6 digit should be a blur. Let the stopclock run for a few minutes. Then hit STOP switch S2. The display should immediately grind to a halt and remain locked onto the last count after releasing S2.

To be of any use as an events timer, the stopclock must be stopped and started in a manner that produces meaningful information. The simplest approach would be to use the switches on the top of the cabinet to initiate the count and stop it. For remote operation, an identical set of pushbutton switches can be connected to TS2 (paralleling S1, S2, and S3) via a cable. The best way by far of tripping and stopping the count is to let the event being timed operate the stopclock.

Bear in mind that each of the three circuits operated by the pushbutton switches in Fig. 1 is held at +12 volts by R1, R2, and R3. To enable an input, the bottom ends of these resistors must be connected to ground. Therefore, any external switching device connected to TS2 must have an on resistance of less than 100 ohms and an off resistance in excess of 10,000 ohms. In the momentary-on condition, the external switching device must be capable of handling 12 mA of current.

As shown in Fig. 4A, relay contacts operated by some remote device can be used to trip any one or more of the S1, S2, S3 functions. The circuit is closed by applying energizing power to the relay coil. If the relay is a latching type (mechanical or electrical), some means must be provided to open its contacts after each closure.

Optoelectronic couplers make ideal interfaces for the stopclock whenever the controlling circuit is at a different voltage from that used in the timer's circuit or has potentially damaging spikes. An optoelectronic coupler consists of a light source (usually a LED) and a light sensor (usually a phototransistor) facing each other in a light-light case. The source and sensor are electrically isolated from each other. The Motorola 4N28 optoisolator, one of the more common types available, is shown connected to TS2 on the stopclock in Fig. 4B. A separate optoisolator circuit can be used on each of the START, STOP, and RESET inputs. Each is separately tripped by momentarily applying a dc voltage to the source circuit.

The circuit in Fig. 4C can be used to...
measure running (or on) times. Resistor $R$ should be selected to limit the current through the diode to about 40 mA. For example, to measure the running time of a battery-powered cassette recorder that has a 12-volt dc motor, the value selected for the resistor in ohms is equal to $(V - 1.2)/A$, where $V = 12$ volts and $A = 40$ mA. In this case, $R = 270$ ohms. The circuit connects across the tape recorder’s motor.

The length of time it takes a vehicle (including toy trains and cars) to traverse a prescribed distance is often of interest. Light-beam tripping is a convenient way of starting and stopping the count. The circuit for accomplishing this is shown in Fig. 4D. Almost any type of light source, including an ordinary flashlight, can be used in this scheme. Depending on the distance between the light source and phototransistor, it may be necessary to use lenses to focus the beam. (Lenses may not be necessary in timing toys unless the distance is more than a few inches.) Although a Motorola MRD450 phototransistor is specified in the diagram, the value of the resistor can be adjusted to allow the circuit to accommodate just about any other phototransistor.

![Fig. 4. Stopclock can be operated by a relay (A); an optoisolator (B and C); or a phototransistor (C).](image-url)

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Most of you know the evaluation of automotive electrical systems… an evaluation characterized only occasionally by efficiency and performance. I know that, and that's why I use the Delta Mark Ten B CDI on all my cars, new and old. And believe me, you don't have to have a new car to appreciate the best electronic ignition available today. Study these features and you'll know what I mean:

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No matter what kind of car you drive, it too can use a Delta quality lift.

---

I want to know more about Mark Ten B CDI's. Send me complete no-nonsense information on how they can improve the performance of my car.

<table>
<thead>
<tr>
<th>Name</th>
<th>Address</th>
<th>City</th>
<th>State</th>
<th>Zip</th>
</tr>
</thead>
</table>

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Delta Products, Inc.
P.O. Box 1147, Dept. PE, Grand Junction, Colo. 81501
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Circle No. 16 On Free Information Card
In Part 1 of this article, we discussed the circuit and construction procedure for the basic programmable music box, which contains a 40-note static memory system. This month, we will describe a 256-word memory add-on that greatly expands the programmability and playing time of the music box.

Because the music box uses an unaddressed shift register for storage, increasing the size of the usable memory is simple. The add-on memory system is built around three dual 256-bit shift registers. The entire memory circuit can be assembled on a small printed circuit board and connected to the music box by a multi-conductor cable.

About the Circuit. The complete schematic diagram of the memory extender is shown in Fig. 1. Note that a 16-conductor cable is used to connect the memory module to the main music box circuit board. This cable carries all the required power, clock and input/output data. (Power is obtained from the music box.)

The clock signal from the music box board is fed to Q1, Q2, and Q3, which shape the leading edge of the clock signal to match the requirements of memory chips IC1, IC2, and IC3. All three IC’s are clocked simultaneously. Information is stored when the RECIRC input is disabled.

The data on input lines I1 through I6 changes with instructions from the music box. The memory is clocked once for each change. Output lines O1 through O6 feed the stored data back to the music box when a tune or melody is to be played.

**Construction.** In Fig. 2 are shown the actual-size etching and drilling and component placement guides for the memory extender module. Wire the board as shown, reserving installation of the IC’s for last. Mount and solder into place IC sockets or Molex Soldercons at the IC locations. Then connect the leads on one end of a length of 16-conductor cable to the pads labelled 1 through 16 on the memory module. Remove IC1 from the basic music box, and solder the free ends of the cable to the same numbered pads in IC1’s location on the main circuit board which is located inside the music box.

Next, exercising the usual precautions for handling MOS devices, install IC1, IC2, and IC3 in their sockets on the memory board. Check to make sure that all IC’s, transistors, and connections are connected correctly.

**PARTS LIST**

<table>
<thead>
<tr>
<th>Component</th>
<th>Description</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>CI—</td>
<td>0.002-μF, 100-volt Mylar capacitor</td>
<td>1</td>
</tr>
<tr>
<td>C2—</td>
<td>0.1-μF, 50-volt Mylar capacitor</td>
<td>1</td>
</tr>
<tr>
<td>D1—</td>
<td>through D6—1N4148 or similar diode</td>
<td>256</td>
</tr>
<tr>
<td>IC1—</td>
<td>through IC3—2527 dual 256-bit shift register IC (Signetics)</td>
<td>1</td>
</tr>
<tr>
<td>Q1, Q3, Q4—2N4126 or similar transistor</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Q2—</td>
<td>2N3565 or similar transistor</td>
<td>1</td>
</tr>
<tr>
<td>The following resistors are 1/4 watt, 5%</td>
<td>16</td>
<td></td>
</tr>
<tr>
<td>R1, R3—R9—33.000 ohms</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>R2—7500 ohms</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>R4—10,000 ohms</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>R5, R6, R8—15.000 ohms</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>R7—47.000 ohms</td>
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<td></td>
</tr>
<tr>
<td>Misc.—Printed circuit board: sockets or Molex Soldercons for IC’s: 16-conductor cable; hookup wire; machine hardware; solder; etc.</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Note: The following items are available from Cal Kit, P.O. Box 877, Sebastopol, CA 95472: Complete kit of memory extender module parts, including drilled and solder-plated pc board, flat 16-conductor cable, and mounting hardware, No. MC1-6 for $54.00; IC1, IC2, and IC3, No. MC1-8, for $43.00; three IC sockets, No. MC1-11, for $3.00; pc board No. MC1-7 for $8.00; telephone interface kit No. MC1-5 for $11.00. All items shipped postpaid and insured. California residents, please add 6% sales tax.
diodes are properly oriented. Turn over the circuit board and check all soldered connections. Reflow the solder around any connection that appears questionable. Finally, check the board's conductor pattern against the etching and drilling guide in Fig. 2, particularly between the closely spaced IC pads, for solder bridges.

Power requirements for the memory module are significantly greater than those for the original 40-note memory. If you decided to use battery power for the original music box, it will be necessary to use a heavier-duty battery when the memory extender is added. Switch to an Eveready No. 276 or RCA No. VS306 heavy-duty 9-volt battery, which should provide about 60 hours of useful life.

**Operation.** A set of programming forms can simplify writing and storing melodies in the music box, regardless of which version you build. Note that the addition of the memory extender module does not alter the manner in which the music box is programmed and played. It simply provides an expanded memory.

You can make your own programming form by laying out three horizontal rows of boxes numbered from 1 to 40 for the 40-word memory or from 1 to 256 when the memory extender is used. Label the top row NOTE, the middle OCTAVE, and the bottom SPACE. For simplicity, leave the OCTAVE and/or SPACE (remove) squares for each note blank if neither switch is to be depressed during programming and shade in the boxes where the switch or switches are to be closed.

As an example of programming, let us use the first two measures of "Call Me Irresponsible." In sheet music form, they would look like this:

```
<table>
<thead>
<tr>
<th>OCTAVE</th>
<th>SPACE</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>3</td>
</tr>
<tr>
<td></td>
<td>4</td>
</tr>
</tbody>
</table>
```

**Program for "Call Me Irresponsible."**

Now, determine where the spaces are to go. The first entry, C, is a half note. Since it requires four words to create a half note, the first three words have no space between them, which means the spaces should be removed by operating the SPACE REMOVED switch on the Music Box. To prevent the last word from running into the next note, your programming form should have a

```
CALL ME IR-RE-SPON-SI-BLE
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"Call Me Irresponsible" by Sammy Cahn and James Van Heusen. Copyright © 1962 & 1963 by Paramount Music Corp.
blank in the SPACE row. You indicate this on your sheet music by entering a 3 after the "C4" entry. The entry "C4" is now interpreted as note C with four words of memory required and the first three spaces removed. Continue to calculate where to remove spaces for the rest of the notes in the melody. If a note is to be in the upper octave, indicate this by underlining the entry on the sheet music form.

In our example, the curved line between the two D notes on the scale forms the "spon" (or "irresponsible"), which means that the two notes are run together. Therefore, you must remove a space from the first D note.

All that remains now is to enter the data onto your programming form. We will use only the first note (C4) to illustrate how this is done; all other entries on the form are made in a similar manner. In the top row, enter a C in boxes 1 through 4. Since the note is not in the upper octave, leave blank the first four blocks in the second row.

You want to remove the spaces between only the first three eighth notes, which means you have to fill in the first three boxes in the bottom row.

Programming this note is a relatively simple procedure. Touch the programming probe to the C key, press the SPACE REMOVE switch and hold it, press the WRITE & STEP switch three times, release the SPACE REMOVE switch, and press the WRITE & STEP switch once again. Proceed to the next note. Programming form for another tune is shown above.

Applications. With the memory extender added to the music box, some interesting programming possibilities are possible. You can, for example, write a long melody into the memory. Alternatively, you can write several shorter tunes, which can be played on demand by touching the keyboard probe to the START key or having a doorbell switch close the same circuit. If each tune starts with a "stop" code, only one melody will play each time the start circuit is activated.

Another way you can use the music box, in either version, is to program the tune you want and accompany it on another instrument or by singing the tune. This approach is better than using a tape recorder because the playback rate of the music box can be increased or slowed down without changing the pitch. (Any time you change the speed of a tape recorder, you also change the pitch.)

You can even use the music box as a variable-speed metronome, with or without accented beat. With a little imagination, it can be programmed to play the rhythm accompanying to your music.

To use the music box as an unusual replacement for a conventional doorbell or chime system, locate and disconnect the doorbell's pushbutton switch leads at the transformer. Connect these two wires to the main circuit board in the music box via pads 36 (+V) and 35 (start). You can then feed the output of the music box to a power amplifier to obtain attention-getting volume.

If local laws permit, you can build the music box/telephone interface shown in Fig. 3. The actual-size etching and drilling guide and components placement diagram for this circuit are shown in Fig. 4. The telephone interface detects the 20-to-90-Hz ringing voltage that normally operates the phone's bell and uses this voltage to strike (ionize) neon lamp H. The lamp is optically coupled, via a light-tight shield, to light-dependent resistor LDR1. The LDR is connected to the main board via pads 35 and 36. When the ringing signal occurs, the music box triggers on until the receiver is lifted off the hook or the ringing stops. Because the circuit has a high series resistance, it will not interfere with normal telephone operation. And the optical coupling eliminates any danger to the telephone system by accidental hookup of the power supply to the ac power line.

If you are a radio amateur, you can program short Morse code messages, such as a QO followed by your call letters. By using a relay in the collector of the audio output circuit, you can key a transmitter.

You can wire two music boxes so that one clock controls both to allow you to play two-note chords in real time. If you have an electronic music synthesizer, you can use the output lines of the music box to drive the synthesizer's control circuits, creating some interesting sequences not possible with a conventional keyboard.
A New Transistor Logic Family

New techniques provide high speed with low power requirements.

IN A seemingly endless quest for ever smaller and faster circuits, semiconductor researchers have developed a number of different transistor logic families. Among those that have already made their splash are: direct-coupled transistor logic (DCTL), resistor-transistor logic (RTL), resistor-capacitor transistor logic (RCTL), diode-transistor logic (DTL), transistor-transistor logic (TTL), and most recently metal-oxide semiconductor (MOS) and complementary-symmetry MOS (CMOS) logic.

Fig. 1. The npn transistor is an inverter; the pnp serves as a current source as well as load.

Now, a promising newcomer has been added to the list. It goes under the name integrated injection logic, or I\(^2\)L. Said to be as much as two years ahead of the previous state of the art, it employs the same proven manufacturing process as used for TTL. The IC's have high packaging density, have speeds approaching TTL, and consume only about a hundredth of the power of equivalent TTL devices.

Injection logic achieves its high performance by reducing a logic gate to a single complementary transistor pair as illustrated by the basic gate in Fig.

Fig. 2. A DCTL circuit which can be made smaller using I\(^2\)L.

The vertical (npn) transistor operates as an inverter, while the lateral (pnp) transistor serves as both the current source and load. By contrast, a typical TTL gate requires six or eight transistors and must have source or load resistors.

When the I\(^2\)L gate is formed on silicon, both transistors are merged into the area of a single multiple-emitter transistor. This eliminates space-consuming device isolation, which, in addition to the absence of resistors, accounts for I\(^2\)L's circuit density. That density can be up to 100 times greater than is possible with TTL. For example, as many as 3000 logic gates, or 10,000 bits of memory, can be packed on a single I\(^2\)L chip. The table compares several of the more important parameters for I\(^2\)L and TTL devices.

Perhaps the most revolutionary attribute of I\(^2\)L technology is its versatility. Furthermore, I\(^2\)L circuits can easily interface with other circuits. It enables the designer to put both digital and analog circuits on the same chip. Because it uses thoroughly proven manufacturing techniques, it is low in cost and lends itself to the full range of microcircuit applications.

Evolution of I\(^2\)L. The advantages of I\(^2\)L came from shrinking DCTL, shown in Fig. 2, into a compact equivalent structure. The input circuit consists of three transistors in parallel. If one or more of these transistors is conducting, they act as short circuits, preventing current from flowing through the load gates. When all input transistors are cut off, current flows through the load gate transistors. This circuit action produces the common NOR logic function.

By replacing the three load resistors with an active current source, I\(^2\)L simplifies the rather bulky DCTL. Then, the transistors with connected bases are replaced with a multiple-collector (npn) transistor. This is easy to do because all of the DCTL transistors have a common grounded emitter. In most I\(^2\)L gates, a simple npn transistor...
serves as the active current source by injecting minority carriers into the emitter of the npn transistor. A light source can be used for injection in electro-optical applications.

The refinement of the DCTL gate results in the complementary transistor pair shown in Fig. 1. It can be seen that the base current of the npn transistor is common to the collector of the pnp current source, while the base of the current source is common to the emitter of the npn transistor. The emitter of the pnp transistor, called the injector, is common to all I^L gates on a chip.

The circuit shown in Fig. 3 is an example of the simplest version of an I^L NAND gate. Positive NAND logic is implemented by using the multiple-collector npn transistor as an inverter. Positive NOR logic can also be performed by OR’ing the I^L gate outputs.

The npn transistor is normally biased on (low output) by the current-injector pnp transistor, which is connected between the base of the npn transistor and the external current source. Switching action is accomplished by steering the injector current. This is done by controlling the input voltage, V_{in}, to the gate. A low input voltage of less than V_{bc} (750 mV) pulls injector current out of the input through the on, or low, output of the driving gate. Thus, deprived of its base current, the npn transistor cuts off and the output goes high. This NAND circuit is converted to NOR logic by wiring the outputs as shown in Fig. 3.

**Device Construction.** Because of the common elements described above, the entire I^L gate takes up the space of a single multiple-emitter transistor when laid out on silicon. Here’s how this is done:

The high density of I^L is due in large part to its simplicity and economy of design. The n+ region in Fig. 4 serves as a common ground plane to interconnect all grounded-emitter transistor gates on the chip. The n region above the n+ region is both the emitter of the vertical (npn) transistor and the base of the lateral (pnp) transistor. The two p regions serve as the base of the npn transistor and also as the collector of the pnp transistor. The two n+ regions are the multiple collector of the npn transistor. Finally, metalized connectors are added to provide interconnection between the gates. Notice that the pnp transistor is integrated into the npn transistor. It doesn’t exist as a discrete component, yet it can supply injection current for a series of npn gates.

The result of this manufacturing technique is the smallest component size of any current IC manufacturing technology. The I^L gate is less than one-tenth the size of conventional TTL or CMOS gates. Even the latest LSI forms of TTL gates occupy four times as much space as the I^L gate.

**Two Types.** Although I^L is a young technology, two different versions are already in production. One is the isolated variety that uses a reverse-biased pn junction for component isolation. Since this completely isolates adjacent devices, it is used in I^L chips that contain mixed functions. Such functions as LED drivers, memory decoders, current regulators, op amps, comparators, oscillators, and TTL or ECL devices can be combined on a single monolithic chip. Texas Instruments has in production an isolated I^L digital watch chip that measures 1/8" (3.2 mm) on a side and contains logic, timing, and display drivers. The chip is approximately 25% smaller than the typical MOS versions. This chip is being used in a digital watch made by Benrus. An advantage of I^L in this application is that cost can be reduced by using crystals operating at 4 MHz. This is not possible when using MOS.

Also on the market is a 100-ns medium-performance Ti RAM (74S209) with I^L gates as the memory and TTL circuits as peripheral interface elements.

The second type of device in production is the nonisolated I^L chip, used in very complex digital IC’s. Isolation is not required because all circuits on the chip are I^L devices. Consequently, higher functional density is achieved when compared to isolated I^L chips. The first LSI digital circuit built with nonisolated I^L technology is the Texas Instruments SBP0400 4-bit microprocessor. This chip has more than 1450 gates in a single 40-pin IC package. To date, it is the most complex standard bipolar chip in production. It has features that could be duplicated only by using 30 to 40 small- and medium-scale TTL IC’s.

**A Look into the Future.** As impressive as today’s I^L devices are, even better ones are coming. Right now on the way are DVM circuits, high-frequency counters, digital tuners, read-only memories (ROM’s), control logic for calculators, touch-control and linear circuits for radio and TV, and circuits for telephone touch-dialing systems.

Intensive research and development continues to increase the speed of experimental devices. For example, researchers at IBM’s Semiconductor Development Laboratories in West Germany are using Schottky-diode clamps on I^L outputs to decrease gate delays. They estimate that speeds faster than 5 ns will be obtained in the near future.
Envelope Generators & Sequencers for Electronic Music

Shaping tones or notes and determining combinations or order.

ANY electronic music system needs some means for specifying the shape and sequence of the tones or notes produced. The equipment to accomplish this can range from an extremely simple keyboard-controlled on/off manual to elaborate sequential attack/sustain/decay generators and on up to complete digital computer synthesis sequencing that specifies everything about the notes and their time order.

Any device that shapes the individual notes is called an envelope generator or ASD (attack/sustain/decay) controller. If some circuitry is determining what tones or notes are to follow in a given combination or order, we call it a sequencer. Sequencers can operate on fixed rhythm and chording patterns, on random patterns from a composer circuit (as "teach-and-learn" devices), or as part of an elaborate computer system that bases what it will do on a set of compositional guidelines.

We have already seen in previous articles on electronic music that, if we obtain a waveform that represents the amplitude-versus-time of a desired note, all we must do is route it through a keyer or vca to let it modulate either a basic frequency reference or a complex tonal structure. Either way, we eventually end up with a tone whose frequency and amplitude components are specified throughout its duration. So, where does the initial envelope waveform come from and how do we generate it?

Envelope Generation. In Fig. 1 are illustrated some of the things we might want to build into a single note or tone. For the sake of simplicity, assume that the frequency structure of the tone will remain constant for the tone's duration. (If it does not, simply use more of the same techniques, routing some of the envelope commands to filters instead of to keyers or vca's.) This leaves us with the basic amplitude shape shown. Now, let us examine the individual parts of our note.

ATTACK is the initial rise time of the note. It usually ranges from a few to several hundred milliseconds. Attack waveforms often have a rising exponential, while linear and capacitor charging waveforms are more often used in electronic music since they are much simpler to generate. With the exception of horn blips, the exact changes in the total attack time do not usually have a profound effect on the final tone structure.

HORN BLIP is a characteristic single or double impulsive "blip" that often appears in a horn voicing, giving it the characteristic "bite" of the trumpet and other brass instruments. It is often obtained electronically by summing a brief impulse wave shape with the normal envelope waveform.

PEAK VALUE is the maximum amplitude, often reached at the end of the
Fig. 1. Envelope of a note showing various characteristics.

Attack period. Some traditional instrument imitations—particularly the English horn—have a two-value attack in which much of the initial amplitude is rapidly reached. This is followed by a much slower rising response to the peak value.

Fallback is the portion of the waveform from peak level down to zero or some intermediate level. Many voices—particularly percussion—drop rapidly from a peak to some intermediate level as initial transients and other high-frequency effects rapidly die down. A classic example of this is a bell that gives an initial loud "clang," followed by a long drawn out pure bell tone. Fallback is essential for most percussion voices, particularly in piano synthesis.

Fig. 2. At (A) is simple attack/sustain/fallback/decay circuit controlled by musician. Circuits (B) and (C) perform same function but are controlled by monostable oscillators.
SUSTAIN is the dwell period during which a note remains at relatively constant amplitude. It can be very short in duration or missing altogether in a percussion note. In fact, a percussion can be redefined as a note with a short or missing sustain time that is not under the immediate control of the musician. If the musician can hold the note for a controlled time, we have a non-percussion voice.

BODY MODULATION is any additional amplitude effect that is added to the note during the sustain period. A deep 6- or 7-Hz tremolo characteristic of piccolo or flute voice is one possibility. Another is the addition of random noise variations to break up an "exactitude" (electronic sound). In traditional instruments, this might take the form of wind noise, bowing noises, etc. At the other extreme, we could use all random noise for the body of the note, as is the case with some percussion effects. As the noise is filtered more and more, the greater the degree of filtering, the more it will appear as a pure tone. Hence, with either filtering or randomizing techniques, we can obtain anything from a purely random hiss to a pure "code practice oscillator" tone. The most musical of the effects are obviously between these limits.

DECAY is the drop-off at the end of the note. In reality, the decay is almost always exponential in form, although higher-frequency components often drop off at exponential rates that are different from those for the lower-frequency components. Decay times range from a fraction of a second to several seconds and are usually much longer than the attack times. (This can be reversed in electronic circuits to yield a "tape played backwards" type of effect.)

Since the decay is the last thing to occur in a note, and since it is relatively long in duration, obtaining the best waveform possible here is very important. A true exponential decay (or—better yet—several of them working on different harmonic components) must be used. A linear decay approximation will sound unreal. A truncated decay will sound even worse. And a decay that does not quite go to zero will produce note feedback and background noise. Fortunately, the normal RC discharge of a capacitor is a simple exponential decay, although you must be sure the level to which you are discharging represents the zero-amplitude point of your keyer or vca without truncation or feedthrough.

SNABBING is a truncation technique that is used when you want to purposely terminate the decay cycle early. This snubbing most often crops up when you are synthesizing the release of a piano key. A snubbing waveform is usually nothing but a sudden speeding up of the decay time constant, causing a very rapid (but usually a non-zero) decay.

AFTER EFFECTS can be reverberation, echo, or any of a number of special effects. They are normally generated separately with the aid of a reverberation or tape-delay technique.

If we examine all of the characteristics wanted in a note, we can see that we need an attack/fallback/sustain/decay waveform as our basic envelope generation technique. This, we can add such things as horn blips, noise modulation, snubbing, and echo effects to increase the range of total variations at our command.

Now, let us turn to some simple circuits that will do the job.

Envelope Circuits. Three simple attack/sustain/fallback/decay circuits are shown in Fig. 2. Circuit (A) is a simple attack/sustain/decay that is under the control of the musician; while circuit (B) performs the same functions but this time is controlled by a single monostable oscillator (555). By overlapping the attack and decay times, we can get a percussion voice with zero sustain.

Circuit (C) has added to it a second monostable oscillator to provide complete control of attack/fallback/sustain/decay shaping. All three circuits are based on charging a capacitor with one resistor that sets the attack time and a second resistor to discharge the capacitor and set the decay time. In circuit (C), a second resistor also discharges the capacitor at the end of the attack period but shuts off automatically whenever the remaining capacitor voltage drops below the sustain amplitude value. You can also vary circuit (C) to permit sequential operation of the monostable oscillators with the first controlling attack, a second fallback, a third sustain, a fourth decay, a fifth snubbing, and so on.

**Fig. 3. Circuit (A) has two master controls for attack and decay; (B) uses ultrasonic pulse-width modulation.**

All three circuits shown in Fig. 2 can be only lightly loaded, which means that they can be connected to a keyer or vca that has a high input impedance, on the order of more than 3 megohms. A simple voltage follower, FET follower, or emitter follower circuit can be added as required for a
lower impedance keyer or gain control circuits.

Each of these circuits must have its attack and decay times set separately. The problem now is how to obtain polyphonic operation so that only one or a very few controls set the overall attack for all notes simultaneously, while a second group of controls is assigned to the decay function. Two possible approaches are illustrated in Fig. 3, one of which is a brand new and very powerful technique.

In circuit (A) is a MASTER ATTACK for all the notes and a MASTER DECAY control that serves all notes in a polyphonic instrument. Keying charges the output capacitor in the positive direction, increasing the volume of the vca until a potential slightly greater than 5 volts is reached. At this point, the positive clamping diode goes into conduction and limits the capacitor voltage to a maximum amplitude value. Releasing the key discharges the capacitor, eventually clamping at ground potential at the note's end.

For long attack and decay times, the charge rate is exponential (actually one minus the exponential on the charge cycle and the exponential on the discharge cycle). However, as either the attack or decay times are shortened, the charging rates become more linear. This would be objectional but for the fact that the linear rates are associated with the shorter times and are thus difficult to notice. Nevertheless, this is an extremely simple and useful polyphonic circuit.

The better technique is shown in circuit (B). This technique is called ultrasonic pulse-width modulation (UPWM). It is fully polyphonic, can be controlled by digital logic or some other easy means, and provides true exponential decay characteristics that are instantly variable, even from a remote location, over a wide range.

The trick to this circuit's operation is to rapidly switch resistors inside and outside the charging circuit. A 47,000-ohm resistor appears as a 47,000-ohm resistance when current is flowing through it. Reduce the current to zero, and the resistor behaves like an infinite resistance. Pass current through it for one-tenth the steady-state current time, and the resistor would appear to have a value of 470,000 ohms, which most conveniently gives us the ability to remotely control dozens or even hundreds of resistors (and the resulting attack and decay times) simultaneously.

To accomplish the above, we have two pulse sources whose duty cycles are controlled by potentiometers or control voltages. These operate at ultrasonic frequencies, charging and discharging the envelope capacitor in very small steps. The slope of each step is set by the charging or discharging resistor, while the total height of each step is set by the ratio of the on to the off times of the modulator. Since each step is a tiny fraction of a decibel in height, and since there are many thousands of them during the envelope generation period, the net result is the same as if the capacitor were charged and discharged.

A typical pulse-width modulator is shown in Fig. 4. While the IC costs about $4 (from EXAR Inc., 750 Palomar Ave., Sunnyvale, CA 94086), only two are needed for complete control of all keys, with low-cost diodes doing the actual switching. In this setup, the attack waveform is routed through the keyboard's contacts. If this is objectionable, a CMOS logic gate or analog switch can be substi-

![Fig. 4. Typical pulse-width modulator. Two are needed for complete control of all keys.](image)

![Fig. 5. Output of binary counter is shaped by programmed pots in (A). In (B), pots are replaced by digital memory.](image)
tuted as the control element, since the signal is really a digital waveform up to the diodes. This technique can easily be extended to include fallback, percussion, and other effects.

Purely digital techniques can also be used for generating the envelope, but as of now, their added complexity limits them to monophonic instruments or, at best, to a time-shared or priority hierarchy in an instrument. Two typical digital circuits are shown in Fig. 5.

In circuit (A), we use an input time reference from a start/stop oscillator to count out 16 counts of a binary counter. Each count is decoded and routed to a slide-type potentiometer. Using slide pots, you can 'draw' the waveform you want and set the total duration with the frequency of the time references. You can let the circuit go completely around for a nonpercussion voice. Releasing the key then continues the cycle. So, when you press a key, you generate the first five levels of the envelope. It then sticks in, say, position 5 for as long as the key is held down. On releasing the key, the note will continue through the decay cycle. As with most envelope schemes, some type of memory, usually a sample-hold or a digital latch, is essential if the key's frequency is to be remembered after the key is released.

The main advantage of the slide-pot scheme is its extreme versatility, especially since you can generate all manner of envelope shapes that are unreal or extremely difficult to generate with a traditional instrument. These include echo, multiple bursts, reverse attack, etc. One limitation of this scheme is that you really should use more than 32 slide pots, and another is that the tolerance of the pots can be rather restrictive as you are setting each slider to a slightly different value from its neighbor.

Programming the circuit is quickly accomplished with a plastic program card, first homing the sliders and then using the card to set them to the desired values. Once your favorite envelopes are chosen, you can install fixed resistor matrices that can be switched into the circuit in place of the pots in either preset or stop fashion.

Circuit (B) replaces the analog slide pots with a purely digital memory. For initial setups and experiments, you can use a read/write or random-access memory (RAM). For performance and concert use, a read-only memory (ROM) can be used to rapidly select any of a number of fixed envelopes.

**Sequencers.** Three popular sequencer techniques are shown in Fig. 6. A sequencer governs the order and combinations the notes follow, rather than the shape of each individual note. Technique (A) has a rhythm generator or sideman. An early version of these circuits appeared in *Popular Electronics* as the “Drummer Boy” (July 1971). Today, you can do the whole thing with a single S8889 IC from American Microsystems, Inc. (3800 Homestead Rd., Santa Clara, CA 95051) or the M250 IC from SGS-ATES (435 Newtonville Ave., Newtonville, MA 02160). The IC’s are available at about $25 in unit quantities. Both IC’s generate the combination rhythm patterns for rhythm accompaniment and are available in a standard pattern (traditional rhythms) as well as in custom patterns at much higher cost. Electrically, the IC’s operate in much the same manner as circuit (B) in Fig. 5.

Circuit (B) in Fig. 6 is a composer/synthesizer that employs a pseudo-random sequencer to generate random tone patterns. These patterns are combined with program selectors and pause selectors to generate hundreds of thousands of tonal sequences, and at around $50 cost much less than most synthesizers. One such random-pattern generator was the “Psycitone I” that appeared in this magazine as a construction article in February 1971 and is still available in kit form from Southwest Technical Products Corp., 219 West Rhapsoady, San Antonio, TX 78216.

Circuit (C) in Fig. 6, a variation of circuit (B) in Fig. 5, is a teach/learn sequencer. A commercial version called the Model DS-2 is available from Oberheim Electronics (1549 Ninth St., Santa Monica, CA 90401). Teach/learn devices of this type can employ either RAM’s or shift-register memories. One good choice for experimenters would be the Signetics hex 32- and hex 40-bit shift registers (2518 and 2519), particularly since they are beginning to appear on the so-called “surplus” market for as little as 25¢ each. Brand new IC’s directly from the factory are currently selling for less than $5 and form the basis for many teach/learn music experiments.
The high quality Triplett 310 is a little all-in-one VOM. This made in the U.S.A. VOM gets around a lot for half fare. It packs most of the features you'd expect to find only on a meter twice the size and price. It fits in your shirt pocket easily. The small size and its versatility is a boon to field servicemen as well as circuit designers, technicians, electrical maintenance engineers, and the price is right for vocational and hobbyist use.

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ABOUT THIS MONTH’S HI-FI REPORTS

The British Industries Co. Model 980 Multiple Play Manual Record Player is, to our knowledge, the first successful adaptation of a belt drive to an automatic record changer. This electronically controlled player offers almost every design and operating feature one could desire, plus a high level of performance, at a reasonable price.

Pickering’s PP-1 preamplifier equalizes and amplifies the output of a magnetic cartridge, delivering a signal suitable for the high-level input of any amplifier or receiver. It makes it possible to use a second record player with amplifiers not equipped with two magnetic-cartridge inputs, as well as upgrading an older amplifier which was originally designed for use with ceramic cartridges.

—Julian D. Hirsch

B•IC MODEL 980 MULTIPLE PLAY MANUAL RECORD PLAYER

Automatic turntable with belt drive.

At the top of the British Industries Co. line of “Programmed Multiple Play Manual Turntables” is the Model 980. It may well be the first belt-driven automatic changer.

The turntable’s 12” (30.5-cm) non-ferrous platter is belt-driven to operate at either 33 1/3 or 45 rpm by a 24-pole synchronous motor. This low-speed motor, operating at 300 rpm (which corresponds to 5 Hz), places most of the rumble frequencies below the audible range. In contrast, the usual four-pole motor revolves at 1800 rpm, which puts the rumble frequencies at a very audible 30 Hz.

Mounted in its walnut base, with dust cover in place, the record player measures 17 1/16”W x 14 11/16”D x 7”H (43 x 37 x 18 cm). The basic turntable retails for $199.95, while an optional walnut base and dust cover are priced at $16.95 and $9.95 respectively.

General Description. For single-play operation, a short spindle that rotates with the record goes into the center of the platter. When operating in the multi-play mode, this spindle is replaced with a taller automatic spin-
discs in the stack or the number of times a single disc is to be played. The final control is labelled cycle.

The player's motor drive and control system employs a stable oscillator that generates a 60-Hz drive that is independent of power-line frequency and voltage. A small knob at the left front of the system's base permits the platter's speed to be trimmed by ±3%. Stroboscope markings under the platter can be viewed through a window on the motorboard. There are separate markings for 50- and 60-Hz power-line feeds and for both operating speeds.

In the single-play mode, a disc is placed on the platter with the short spindle, the programming control is set to position 1, which starts the platter rotating, and the CYCLE button is lightly touched. The pickup automatically indexes for a 12" diameter when the speed selected is 33 1/3 rpm or for 7" diameter when the speed is 45 rpm. After the disc has been played, the tonearm automatically returns to its rest post and the player shuts off. For straight manual operation, or if a non-standard combination of record size/speed is involved, the programmer control is set to MAN, which starts the platter rotating, and the tonearm is positioned by hand. The only automatic operations in the manual mode are tonearm return and system shutoff.

For multiple-play operation, the automatic spindle is inserted and a stack of up to six discs is loaded onto it and the side support post. The programmer is set to the number of discs loaded, and the CYCLE button is pressed. This button, incidentally, requires only 90 grams of operating force and a travel of just 1/16" (1.6 millimeters).}

**Laboratory Measurements.** For our tests, we inserted a good-quality phono cartridge into the player's tonearm shell. The tonearm resonance was at 8 Hz at about a 7-dB amplitude, which is an indication that the tonearm's mass is compatible with the majority of today's high-compliance cartridges.

The calibrations on the tracking force dial were exact, within the 0.05-gram resolution of our force gauge, and the force did not change by any detectable amount from the first to the last disc in our 1/2" high stack. The tracking error of the tonearm was as low as we have ever measured on a pivoted tonearm of comparable dimensions. Between radii of 2.5" (6.35 cm) and 6" (15.84 cm), the maximum error was less than 0.3"/in. At the inner radius, it was essentially zero. The tonearm and cable wiring capacitance was 120 pF, which is slightly higher than desirable, but usable with CD-4 cartridges.

Similar to most antiskating systems we have used, this player's system had to be set about 1 gram higher than the tracking force for optimum compensation. This is not a critical adjustment, and for most purposes the indicated settings should prove satisfactory. The cueing system operated smoothly, with no outward drift during tonearm descent. The rate of descent was adjustable over a range from 2.5 to 4 seconds.

The operating speeds were exact when the stroboscope pattern was stationary. They did not vary by any appreciable amount when the line voltage was changed over a 100-to-135-volt range. At 95 volts, the speed slowed by an insignificant 0.3%. The vernier (speed-trim) range was from +4.3% to -2.9% at 33 1/3 rpm and from +3.8% to -3.4% at 45 rpm. There was a very slight drift in speed during the first half hour or so of operation, which was barely detectable on the stroboscope.

The underpowered rms wow and flutter were each 0.03% to 0.04% at both speeds. The underpowered rumble was -32 dB, essentially in the horizontal plane. The ARRL audibility weighting yielded a very good -61-dB figure. The change cycle in automatic operation required 12 seconds, which is about average for record changers.

**User Comment.** The problems that a pure belt-driven system presented to designers of record changers in the past have obviously been overcome in this model. As a result, its wow, flutter, and rumble specifications are astonishingly good for a changer, being in a class with many of the fine single-play turntables.

Operating the changer is different in at least one respect from others we have examined, however. For example, lacking a spindle sensor to control the changing mechanism, one must count the number of discs in a stack and "program" the player. Also, for those who like to switch cartridges for say, playing records singly or automatically, there's a mechanical hassle involved in the use of a tiny securing nut.

Other, more expensive changers have special features that justify their prices, but in basic performance parameters—the ones that affect what you hear—the Model 980 takes a back seat to none. Equally important, this performance is obtainable at a moderate cost.

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**PICKERING MODEL PP-1 PHONO PREAMPLIFIER**

*Updates low-cost music systems for use of magnetic cartridge.*

The Pickering Model PP-1 phono preamplifier is designed for use in upgrading low-cost music systems by permitting the replacement of ceramic cartridges with magnetic units. The type of record player equipped with a ceramic cartridge, of course, does not have the equalizing preamplifier needed for a magnetic cartridge. In most cases, however, the tonearm of the record changer will accommodate a standard magnetic cartridge with 1/2-in. (12.7-mm) centers. The preamp can also be used to connect a second record player to an amplifier equipped for only one magnetic-cartridge input.

**General Description.** The self-powered preamp measures 4¾"D × 3½"W × 2"H (11.1 × 8.9 × 5.1 cm). Its two input jacks accept the signal cables from the record player's cartridge, while a pair of shielded cables (not furnished) go from the preamp's...
output jacks to the AUX inputs of an amplifier. Because no power switch is provided on the preamp, the line cord should be plugged into a switched convenience outlet on the amplifier.

The specifications of the preamp are limited to the fundamental characteristics of a phono preamp. The input impedance of 47,000 ohms matches all current stereo cartridges. The gain at 1000 Hz is 38 dB, and the RIAA equalization is rated to be within ±2 dB of the ideal characteristic from 30 Hz to 15,000 Hz. The S/N is stated as being at least 60 dB, and crosstalk between channels at better than 60 dB down.

A rumble filter is included in the preamp in the expectation that many systems in which it will be used will have inexpensive record changers whose relatively high rumble cannot be reproduced by a ceramic cartridge but might prove troublesome with a magnetic pickup. The filter is rated to provide at least 15 dB attenuation of rumble frequencies.

The retail price of the Pickering Model PP-1 preamp is $29.95.

**Laboratory Measurements.** With a 10-mV input producing a 1-volt output, the measured 1000-Hz gain of the preamp was 40 dB. The maximum undistorted output was 2.5 volts, which suggest the advisability of using relatively low-output magnetic cartridges (ones with, say, no more than a 5-mV output level) to minimize distortion from preamplifier overload on loud recorded passages.

The crosstalk at 1000 Hz was -64 dB. The S/N ratio, referred to 1 volt output, was a good 69 dB (unweighted). It improved to 72 dB when the rumble filter was switched in, which reduced the small amount of power-line hum in the output. With IEC “A” weighting, corresponding to the subjective effect of the noise, the S/N was an impressive 77 dB, with or without the filter. The distortion was too low to be measured accurately at most usable output levels, being submerged in the low hum and noise output. At 2 volts output, the 1000-Hz THD was an insignificant 0.05 percent.

The RIAA equalization was better than ±1 dB from 20 Hz to 20,000 Hz. The rumble filter began to roll off the response below 300 Hz, with the -3-dB point at 170 Hz. It reached a maximum attenuation of 10 dB at frequencies below 40 Hz. Unlike many phono preamps, the equalization of the PP-1 was virtually unaffected by the inductance of the phono cartridge. Whatever the cartridge extracts from the disc will be passed on intact to the amplifier.

**User Comment.** We found that the preamp does a fine job in its intended application. We connected the preamp to the AUX inputs of our regular hi-fi amplifier and used an Ortofon Model M15E cartridge (quite a bit higher in quality than would normally be used in such a conversion) for our listening test. The results were first rate, sonically indistinguishable from the performance of the cartridge through the usual PHONO inputs.

**TRAM XL AM CB TRANSCEIVER**

*Mobile rig has excellent noise limiting and modulation control.*

The Tram XL mobile AM CB transceiver measures a compact 6.3"D x 5.5"W x 2"H (16 x 14 x 5 cm), yet delivers “big” performance on all 23 channels using crystal-controlled frequency synthesis. Good receiver sensitivity and selectivity, excellent automatic noise limiting (ANL), an easy-to-read meter, operation at full legal power with clean modulation, and an unusually good automatic modulation control (AMC) system are its attributes.

Other features are: adjustable squelch, PA operation, built-in speaker, external-speaker jacks, microphone, theft-deterrent mobile mounting hardware, 12-volt positive- or negative-ground power system, zener-diode voltage regulation, reverse-polarity protection, and line filter.

The transceiver retails for $159.95.

The Receiver. An unusual aspect of the double-conversion receiver used is the absence of an r-f input amplifier preceding the first mixer. However, good sensitivity is still obtainable, as indicated by our measurement of 0.55 μV for 10 dB (S+N)/N at 30% modulation with a 1000-Hz test tone. This is close to the average generally achieved with receivers that are equipped with an r-f amplifier. Without the amplifier, chances of signal overloading are minimized. The result is that the XL's receiver section has better signal-handling ability than is usually the case. Good image rejection, measured at 62 dB, is achieved by two loosely coupled tuned circuits at the input and the transmitter antenna matching network. Protective diodes are provided in the receiver's input.

The intermediate frequencies are...
was measured 4 watts when the transmitter was powered up from a 13.8-volt supply.

The audio section of the receiver, used for modulating the collectors of the driver and power amplifier stages, is preceded by a speech amplifier that is automatically switched in when the rig is on transmit.

The amc in this transmitter differs from the usual compression system. The collector and emitter leads of a transistor are connected across the speech amplifier's input. A dc control voltage, obtained by sampling the modulating voltage through a voltage-doubler circuit, is applied to the transistor's base. When the modulating voltage rises above the level required for 100% modulation, the resulting dc control voltage reduces the collector-emitter resistance of the transistor, causing it to reduce the speech input level. It thus acts as an automatic volume control that compensates for excessive speech levels as needed to prevent overmodulation. The result is extraordinarily good amc performance.

Raising the microphone input level 20 dB above that required to produce 100% modulation maintained a clean sine wave at full modulation, without clipping or negative-peak crossover. Under these conditions (20 dB compression), the distortion with a 1000-Hz test tone was only 5% and adjacent-channel splatter was down 55 dB. With a 2500-Hz tone, it was 40 dB down, and with voice modulation, it was 60 dB down. Using a 400-Hz tone, most CB transceivers have high distortion products, but with the XL, even with 20 dB of compression, the distortion was only 85%.

Referred to 1000 Hz, the audio response was 475 to 5000 Hz at the 6-dB points. A 2-dB rise occurred at about 2000 Hz. The frequency tolerance of the transmitter was within ±150 Hz at 80° F (27.3° C).

User Comment. The transmitter is built into a tough Cycolac plastic case. Miniature slide switches are provided for CB/PA mode selection and activating and deactivating the anl. The channel selector knob is easy to grip. Aside from having white position indicators, the volume and squelch controls also have tabs that let the user "feel" as well as see their positions. Although the edgewise meter movement isn't large, it's well-illuminated and has a pointer that's easy to see.
The speaker is mounted facing up, which can present a problem for under-the-dash mounting. However, an external speaker can be used. The fine performance of the transceiver is evident from our test results. We especially liked the ability of the amc system to deliver a clean, fully-modulated signal without splatter over a wide range of voice levels—even when we shouted directly into the microphone.

The effectiveness of the anl was equal to or better than that of many noise-blanker/anl systems. At least 60-dB attenuation of high impulse-noise peaks was measured with no noticeable vehicle ignition noise and only a non-interfering trace during weak-signal conditions.

HEATHKIT MODEL TD-1006 4-CHANNEL COLOR ORGAN KIT

New approach provides unusual effects.

Though the popularity of the color organ declined somewhat a few years ago, it is back again in a form that promises to put it at the top of the audio-visual field once more. The Heathkit Model TD-1006 takes a sharp departure from the display format that was adopted by manufacturers a number of years ago. Instead of randomly positioning a number of colored lamps, the TD-1006 employs a balanced geometric pattern that seems to pulsate, explode in a fireworks display, and pinwheel as the music goes through the octaves and runs through a wide decibel range.

For want of a better descriptive, the Model TD-1006 is a “picture” color organ. Four channels of colored lights and their driving circuitry are housed in a walnut-grained vinyl-clad cabinet that measures 22¼” square × only 4½”D (57.8 × 57.8 × 11.4 cm) and weighs 18 pounds (8.2 kg). The system can be hung on a wall or stood on the floor or on a shelf. Retail price of the kit is $79.95.

General Description. The color organ is built around a conventional amplifying system whose output goes to four bandpass filters. The center frequencies of the filters are roughly 80, 350, 1000, and 3000 Hz. Each bandpass filter’s output goes through a separate rectifier circuit to an SCR that, in turn, drives the channel’s respective colored light string. Red lights are used in the lowest-frequency channel, followed by blue, green, and amber lamps as the frequency goes up.

The drive signal for the color organ is taken from across the speaker terminals or the speaker output of an amplifier or receiver. The system’s 5000-ohm input impedance is designed to have only a minimal loading effect on the driving amplifier. To obtain the full 25-dB dynamic range from the color organ, an input signal level range of 1 to 28 volts is required.

The color organ has its own built-in power supply. The colored lamps consist of strings of miniature Christmas tree lights that require up to 117 volts of drive potential, which is controlled by the SCR’s.

There is only one external control on the color organ. This is the power on/off switch that is ganged with the SENSITIVITY control. Inside the cabinet, on the main printed circuit board assembly, are eight more trimmer controls, two assigned to each channel (string of colored lights).

Externally, the color organ resembles a flat, square speaker system. Its front panel, behind which is located the display board, is covered with a black fine-mesh fabric. Directly behind the fabric is a lensed clear plastic sheet. The lamps are set into clear plastic “flower buds” that spread the point-source illumination out into a star-like pattern. Tiny lenses in the clear plastic sheet and the mesh fabric have a further effect on the dispersion of the light from the individual lamps. (The fabric also prevents the backscatter of the light from within the color organ and limits the amount of ambient room lighting that can enter the display.)

There are 35 of each color lamp in the color organ’s display, adding up to a total of 140 point sources of light when the system is driven by a wide-spectrum signal. The lamps are arranged in a star-burst pattern whose radials alternate in color. The display’s density is greatest at its center, where a single circle of red lamps is located. The center is the only circle that has a single color. All outer circles have two or more colors of lamps.

Assembling the Kit. Assembly of the matte-black display board consists of mounting eight wood blocks and the hardware for securing the power supply and main pc board assemblies. Then the strings of lamps are plugged into the hole matrix. The lamps must be individually removed from their bases during installation and replaced immediately thereafter. Since these are series-string lights, each must be checked out before proceeding to the next string. (If one lamp in a string is burnt out or not making contact, none of the lamps in the string will come on.)

Next comes the gluing of the black fabric to the clear plastic sheet. Since the fabric must be stretched during this procedure, the task might have proved difficult. However, Heath thoughtfully provides not only the glue for the job, but the clamps to hold the fabric taut as well.

Mounting the components on the two printed circuit boards takes up the next portion of the assembly procedure. Neither board is crowded, which greatly simplifies wiring. This done, the rest of the work is mainly mechanical. All told, it took us some six hours to assemble the kit, working from the well-written and excellently illustrated assembly manual.

After allowing the color organ to “burn in” for the recommended period of time, we proceeded to the adjustment steps. Less than a half hour later, we were ready to put the color organ into our music system.

User Comment. Although we had gone through the fad era of the color organ and had been satiated the way so many other people were, we were pleasantly surprised when we first

POPULAR ELECTRONICS
turned on the new Heath color organ and played some music while watching the display. After living with it for several months, we find this color organ's effect as refreshing as it was the day we first turned it on.

One must see the TD-1006 perform to really appreciate it. As the frequencies in the music change and the signal level rises and falls, the starburst pattern of lights explodes, pinwheels, pulse-beats and throbs, expands outward and folds back on itself. Transients are captured in a nova-like display, and when all the lights are on and flickering with the rise and fall in signal level, there is a jewel effect.

While the color organ responds to all types of music, it appears to have an affinity for the pure tones of the synthesizer whose psycho-visual effects can be "mind blowing." With classical and most modern (not rock) music, the effect is highly appealing. So far, our favorite selection is Tomita's synthesizer arrangement of "Pictures at an Exhibition" (RCA), which has a number of special passages that appear to bring out the color organ's full effects.

Viewing conditions are best maximized when room lighting is low and not aimed directly at the display. Also, the best effect is achieved when the display is viewed head-on; the further off-axis you get, the more blurred the display becomes. (This isn't surprising, considering the double lensing system used.)

Most amplifiers and receivers capable of developing a few watts of output power (assuming a signal level of some 15 or more volts) will drive the color organ. One type of receiver that shouldn't be used is AM. Since the color organ uses SCR's to control the lamp strings, every time the SCR's go through zero crossing they generate noise that can be picked up by the standard AM receiver.

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SENCORE MODEL CR31 CRT TESTER & RESTORER
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T V PICTURE tube testers and restorers are among the most valuable instruments a TV service technician can own—whether he is a full-time shop owner or a part-timer. The expenditure for such an instrument can be quickly recovered, and its profit-making potential is great. Furthermore, the service technician can operate in a more professional manner when he uses a CRT tester/restorer. The new Sencore Model CR 31 "Super Mac" is in the Cadillac class of CRT tester/restorers. What it offers are versatility, simplified operation, a choice of "safe" and "last resort" CRT restoration steps, and high accuracy. Self-contained in a luggage-type case, the CR 31 measures 12¼"H x 11"W x 7"D (30.6 x 27.5 x 17.5 cm) and weighs 13¼ lb (5.9 kg.). Price is $395.00.

General Description. The inside cover of the CR31 contains 15 CRT plug-in sockets that enable one to make tests on virtually any CRT, color or black-and-white, including the RCA 110", 17" Trinitron and GE's Quadline. There is also mounting space for a handful of extra sockets, which will be made available by the manufacturer when new CRT's are released.

The electronic portion of the instrument is in two parts: "CRT & Circuit Tester" and "Beam Builder." Depressing a rocker switch illuminates the section chosen. Testing a CRT starts with the left section, "CRT & Circuit Tester." Moving its rotary function switch to LINE VOLTS gives the user the ac volts reading on a big 6" x 4½" color-coded meter. If the TV receiver is operating on line voltage below its minimum requirement, a

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JANUARY 1976
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CIRCUIT NO. 21 ON FREE INFORMATION CARD
step-up transformer can be tried. Focus and high-voltage tests can be made via a built-in 10-kV probe and, if required, a 50-kV adaptor probe. The TV receiver can be plugged into the instrument's convenient front-panel ac outlet. Determining that the above is satisfactory, tests on the CRT itself can be started. (The foregoing can be bypassed, of course, if the CRT's heater doesn't light up.)

Using a handy 36-page set-up booklet stored in the case's compartment gives rapid access to all the information needed to test and rejuvenate CRT's. This includes listings of CRT types with instrument settings for filament voltage, bias, voltage range for focus and HV, and plug-in socket number. After attaching the proper socket to the CRT and connecting the CR31's coupling to it, you're ready to start. Setting FILAMENT VOLTAGE from 0 to 14 volts and "fine tuning" it with a FILAMENT-SET control, you simply turn the function switch to HEATER-CATHODE SHORT and read the meter, followed by a CONTROL-GRID SHORT test. If a short is indicated, you can flip the main selector switch to the BEAM BUILDER position. This mode is used to clear G1 shorts. Depressing a push-button discharges a high-voltage capacitor between the cathode and G1. This can be done to any of the three guns in a color picture by depressing RAB, G or B buttons.

If the CRT passes the foregoing test, you need simply move the rotary switch to GUN BALANCE while in the CRT & CIRCUIT TESTER mode. Here, each gun's G2 control is adjusted so that the meter pointer hits the same indicated line on the meter, providing the lowest emission level. Switching to EMISSION gives a direct meter reading that shows good, bad or ? for each CRT gun, measuring true beam current at maximum emission.

If emission isn't satisfactory, you've got five cracks at improving it. Firstly, there are two REJUVENATE positions in the BEAM BUILDER mode. These positions accelerate the beam current and/or increase filament voltage temporarily to bring new emitting material to the surface of the cathode. Even if you hold the pushbutton down, the system will discharge and, therefore, not allow you to use excessive rejuvenation. (You might also try raising filament voltage in delayed steps and testing for emission to see if an improvement is noted, which is a sixth option). If all three CRT guns show poor emission, then you can try RESTORATION. The CR 31 offers three CRT restoration choices. The AUTO CYCLE position applies a constant dc voltage between the cathode and the control grid for about four seconds (a screw-driver adjustment permits this time to be increased or decreased), then removes the voltage for about 2 seconds. The cycle is repeated three times while the pushbutton is depressed. Two MANUAL RESTORE positions are also available, where the user controls the amount of time the system is working. In MANUAL 1, maximum cathode current is limited to 100 mA, whereas in MANUAL 2, current is limited to 150 mA. The latter is a last-resort method.

Restoration is actually the reactivation of the electron-emitting properties of the CRT cathode, so that it can emit large quantities of electrons to eliminate degradation due to slight amounts of gas within the tube. If emission is satisfactory, a LIFE TEST is made. This lowers the filament voltage so that you can estimate how much life is left in the old CRT by observing meter readings. AN AUTOMATIC TRACKING test is made next, in the CRT & CIRCUIT TESTER mode. This test is accomplished without any additional balancing or settings by simply moving the function switch to AUTOMATIC TRACKING and noting whether the meter indicates good or bad. Using a Sencore-patented circuit, emission information for each color gun is stored and compared on the basis of the industry 1:5:1 ratio standard. If the tracking reads "Bad," then the color picture will either be too green, too blue, or too red, depending on which gun's emission is too low; black-and-white pictures on color receivers also display tinges of color if tracking is poor.

User's Report. The CR31 "Super Mac" was in our hands for a few months. Testing a myriad of CRT's with it, we found it to be as complete a CRT tester and restorer as one could hope to use. We brightened up a host of formerly low-brightness pictures, removed a G1 short, and vastly improved tracking on many other color TV receivers. (In instances where all guns could not be equalized, adjusting the set's screen-grid controls did the trick). In one case, we ruined a CRT using the CR31's MANUAL 2 restoration, but this tube was gone to begin with. In another instance, however, we "saved" a similar defective CRT. Also, we were unable to correct one CRT with a G1 short, deducing, therefore, that it was a mechanical problem. So out of nine cases, we restored six CRT's to satisfactory condition, and detected one receiver where the fault wasn't with the CRT (it was HV trouble).

The instrument was especially easy to use. The test steps are made in logical order, the number of settings is minimal, and test results are garnered most efficiently. We especially liked the automatic tracking feature, which didn't require any calibration. The wide choice of rejuvenate/restore operations, running from ultra-safe to risk, was most welcome too.

About the only negative comments we could find to make about the CR31 is that it's not tiny and lightweight, and it costs a lot of bucks. But its size and weight can be handled without trouble and is well worth carrying along because, unlike other instruments, it can generate income that you would otherwise never earn. Even testing a CRT and showing a customer the results on the big meter is an important plus in your favor. Insofar as cost is concerned, you get what you pay for. And the CR31 has it all.

With over 10 percent of all TV problems reported to be due to the big tube, having an accurate CRT tester and restorer is an important asset to a TV service technician. Though it might initially seem as if the technician will lose money by restoring a defective CRT to good operating condition, it can actually make money for the servicer. Most TV men offer to refund part or the whole of a CRT restoration bill when called to eventually replace it with a new CRT. Thus, there's assurance that the business will eventually come to the servicer in the end, not to mention other service calls for the satisfied customer and new ones for neighbors. It's clear then, that if you're going to stay in the TV business, it pays to own a CRT tester and restorer.

One has to be sure to forewarn a customer that there is a risk involved before undertaking CRT restoration. Just as with a medical operation, there's always a chance that something will go wrong. But without undertaking such correction, a new CRT would be needed. Happily, the CR31 offers many "safe" restoration tests, with only one holding the high risk of final ruin. However, the customer has nothing to lose at this point anyway.
PROPHECIES FOR NEXT YEAR

If you're a newcomer to these pages, let me explain that I like to play an annual guessing game with the electronics industry, predicting what new semiconductor products will be introduced during the coming year, price trends, and technical innovations. While, over the years, my record has been pretty good, the game is doubly difficult during periods of recession or inflation, because manufacturers may delay the introduction of new products, waiting for more favorable markets; and what, normally, would be price cuts may become a matter of simply holding to current prices.

Having made my excuses, let’s see how well I did with the predictions made in last January’s column. As many of you may recall, I predicted:

- A price breakthrough on solid-state imaging devices, and the possible introduction of a low-priced solid-state video camera. On target! The construction of such a camera from an inexpensive kit was described in this magazine in the February, 1975 issue (“Build CYCLOPS,” by Terry Walker, Harry Garland and Roger Melen).
- The development of personal health monitors for patients subject to sudden attacks or seizures. Score a partial. While I envisioned a device about the size of a hearing aid, the LEAA (Law Enforcement Assistance Administration) placed a contract for the development of such a device about mid-1975. The LEAA contract calls for a device about the size of a wrist watch that provides a readout of pulse rate, body temperature and blood pressure. It is intended to inform law enforcement officers of possible physical problems that might interfere with the performance of their duties during periods of stress. Since the instrument is being developed under government contract, it may be some time before comparable commercial instruments are available.
- Digital electronic watches in the range of $50 to $60. Another bull’s-eye! Not only are a variety of watches available in this price range, but, by watching for sales or going to a discount house, you might be able to pick up a nice digital electronic watch for less than forty dollars.
- A digital MPG (miles-per-gallon) meter for automotive applications. Zero on this one! Despite the continuing energy shortage and the ever-increasing cost of gasoline, no manufacturer has introduced such a product as of the present writing. One firm (SpaceKom, Inc., Box 10, Goleta, CA 93017) has been offering an analog solid-state MPG meter for some time. While standard vacuum gauges can be used, under some conditions, to estimate gas mileage, a true digital MPG meter for the average motorist awaits future development “back at the drawing board.”

By Lou Garner

- A low-cost electronic calculator designed specifically for the children’s market. Right on! Announced mid-1975 and designed to appeal to children as well as adults with a sense of humor, Mickey Math™ features a colorful picture of cartoon favorite Mickey Mouse® arrayed in a sorcerer’s costume. Furnished with an illustrated instruction booklet written for the younger set, the instrument is a full four-function, algebraic logic calculator with a floating decimal and six-digit readout. The instrument is offered mail-order by the JS & A National Sales Group (4200 Dundee Road, Northbrook, IL 60062).
- An increasing variety of multipurpose consumer and office electronic products. Another winner! Space limitations prohibit a listing of all the new products introduced during the year, but among the more interesting were Garrett’s “Incredible Time Machine.” Designed for desk use, it combines in one instrument a signal alarm, digital calendar with memory (for special days), full-function calculator, digital stopwatch/timer and a digital electronic clock. The “Time Machine” was merchandised by The Gallery (a division of the Amsterdam Co., Amsterdam, NY 12010).
- The development of low-cost portable electronic games, based on calculator technology. Reluctantly, a miss. In my opinion, calculator devices could be used in the creation of a variety of both children and adult games which combine skill with chance (or luck, if you prefer). Apparently, the industry doesn’t agree because, unless I’ve missed an announcement, no such games have been offered to the general public.
- The development of a high-output or high-intensity LED. On target again! Several semiconductor manufacturers have introduced high-output LEDs. Data Display Products (5428 W. 104th St., Los Angeles, CA 90045), for example, offers a number of LED’s with a brightness comparable to that of incandescent lamps (typically, 50 mcd for red, 35 mcd for amber, and 16 mcd for green). Some of the units have built-in resistors and are based so that they can be used as direct replacements for corresponding incandescent pilot bulbs.
- The development, although not necessarily the commercial production, of solid-state energy control centers for homes and offices. Score another bullseye! Actually, sophisticated solid-state energy control systems have been available for large scale applications for several years, as mentioned succinctly by reader Charles R. Morford (of Honeywell, Inc.) in last May’s Letters section. Mr. Morford, in fact, chided me slightly for my prediction. While efficient, however, such systems are expensive and
their use is limited, for practical purposes, to large commercial operations. What I had in mind was an effective control center for the average home or small office as a substitute for, say, a conventional bi-metallic electromechanical thermostat. Happily, a major semiconductor manufacturer has developed just such an instrument. Although not yet in commercial production, the unit utilizes a solid-state temperature sensing IC, an SCR, a triac, and several diodes, and is intended for use as a direct replacement for conventional thermostatic controls.

Things to Come. Having missed a couple of my predicitions for 1975, I suspect that either my crystal ball has a hairline crack or that there is a defective PROF (programmable read only future) IC in the support circuitry. Despite my qualms, here goes for 1976:

- The introduction of additional special-purpose calculators utilizing nonvolatile memories (similar to the one used in the Mostek CheckMaster). Perhaps it might be a calorie counter for weight-watchers, a perpetual inventory unit for stores and manufacturers, or a mileage/trip expense calculator for travelers and business men.
- Digital electronic watches retailing for less than $25.00—despite continuing protestations from industry officials that the “electronic watch market will not follow the path of the calculator market.” Where there’s a market, there’s a way, and Timex, among others, has demonstrated that there is a market for inexpensive watches.
- More so than in previous years, 1976 should be the year of the programmable calculator, with an expansion in the variety of types offered, a general drop in prices, and the possible use of nonvolatile memories to retain programs. Today’s programmable pocket calculators fall into two categories: those with volatile program memories and those which use accessory devices, such as magnetic cards, to store entered programs. I feel there is a need for a programmable calculator with an integral nonvolatile memory. I mean one which will retain an entered program until deliberately erased or modified, even if the unit is switched “off,” and which does not rely on external accessories.
- The introduction of pocket calculators featuring internal access connectors or jacks. Considering the overall capabilities of pocket calculators, the addition of I/O (input/output) connectors would greatly increase their versatility. Such jacks would permit their use as counters, for example, or permit data to be recorded on accessory equipment. In addition, an output jack would permit a pocket calculator to be used as a portable control unit for various types of electronic instruments or as an input device for computers and microprocessors.
- The development of higher density memory chips. Considerable work is already in progress in this area, with several firms reporting positive results. Utilizing a combination of ion implantation and electron-beam lithography techniques, IBM’s Research Division, for example, has already achieved a ten-fold increase in the packing density of LSI memory chips on an experimental basis. The IBM process permits the fabrication of memory chips with a storage density of five million bits per square inch.
- The use of microprocessor IC’s in automotive applications, at least on an experimental basis. With its powerful computational and control capabilities, the microprocessor is a “natural” for monitoring such things as spark intensity, air/fuel ratio, engine speed, oil pressure, oil, coolant, atmospheric and engine temperatures, atmospheric pressure, relative humidity, exhaust characteristics, and engine loading, making automatic adjustments to achieve optimum overall performance. Such units also could serve to monitor critical areas and to alert the driver to possible danger or the impending need for repairs.
- A substantial drop in the prices of microprocessor and memory IC’s. This will occur despite a continuing inflationary trend. As the costs of microprocessors and memory chips drop, these devices will become increasingly popular for experimenter and hobbyist projects. There should be a corresponding drop in the prices of minicomputers, whether factory-assembled or in kit form.
- The introduction of a moderately priced thermoelectric module for the experimenter and hobbyist market. The response to our discussion of TE modules in last February’s column was so great that we feel sure that some progressive manufacturer will recognize the market possibilities of a moderately priced device. Chances are the device, when offered, will carry rather broad “specs,” as did the early experimenter’s transistors.

Readers’ Circuits. If reader response is any criteria, LED flasher circuits continue to be very popular with experimenters and hobbyists. Among recent contributions is the dual flasher circuit in Fig. 1. Submitted by Ferdi Baler (1551 A, Day Ave., San Mateo CA 94403), the circuit features a type 74123 TTL dual monostable multivibrator, IC1, and is designed for operation on a standard 5-volt dc source.
The circuit's flashing rate is determined by the two RC time constants, and different capacitor values may be used, if desired, to adjust the rate to meet individual requirements. The resistors are 1/4- or 1/2-watt types, the capacitors 5-to-10 volt electrolytics. Select current-limiting resistors R1 and R2 (generally 100 to 400 ohms) to produce equal brightness in both LED's.

According to Ferdi, his design differs from previously published circuits in that several of the flashers may be cascaded for special effects. Simply open the connection between pins 1 and 5 and, instead, connect pin 5 of the first IC to pin 1 of the next, continuing to the last IC and finally completing the loop by connecting pin 5 of the last IC back to pin 1 of the first. With this arrangement, the various LED's will flash in sequence, with on-times proportional to the R-C time constants in each stage. Cascaded multi-stage flashers may be used in direction indicators, advertising displays, and in similar applications.

One of our overseas readers, Yves Soussi (15 parc de Bearn, 92210, St. Cloud, France), contributed the touch-switch circuit in Fig. 2. It is designed to switch a standard ac load, such as a lamp, fan motor, or display actuator, on or off each time a pair of conductive terminals is touched lightly. The circuit is of particular interest because it utilizes an IC in conjunction with a variety of discrete semiconductor devices—a transistor, triac, and diode.

In operation, IC1, a dual "D" type flip-flop, provides two functions. Half of the IC serves as a monostable circuit, actuated by impulses received from the touchplate, while the other half acts as a divide-by-two counter. The counter output is applied to the gates of Q1 and Q2, which may be any of a variety of discrete devices. The gate inputs are disconnected when the circuit is in the "off" state, and both gates are high impedance when the monostable is triggered.

The circuit is designed for a 5 V battery supply, but it can be adapted to other power sources by changing the values of the resistors and capacitors.

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**Fig. 1. Dual LED flasher circuit. Several of these may be cascaded for sequential flashing.**

**Fig. 2. Touch-switch circuit uses an integrated circuit in conjunction with discrete devices.**
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Electronic Instruments

CIRCUIT NO. 57 ON FREE INFORMATION CARD

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Device/Product News. If you're working with equipment using nickel-cadmium batteries, you'll find it worthwhile to investigate the ICM7201 low-battery-voltage indicator. Manufactured by Intersil, Inc. (10900 N. Tantau Ave., Cupertino, CA 95014), the device is a monolithic IC comprising four npn transistors and seven internal resistors. Assembled in a 4-lead TO-72 case, the ICM7201 is designed to switch an external LED on whenever its source voltage drops below 2.9 volts, the recommended warning level for a rechargeable 3-cell nickel-cadmium battery, thus alerting the user that a recharge is needed.

RCA's Solid State Division (Box 3200, Somerville, NJ 08876) has announced the commercial availability of a new microprocessor family featuring CMOS technology. Included in the family are the CPD1601 CMOS 8-bit microprocessor, a "Microkit" hardware support kit, microprocessor manuals, and software development packages. The CPD1601's low power requirements (60 mW typically at 2 MHz) and broad supply-voltage tolerance (3 to 15 volts dc, unregulated) makes it particularly appropriate for automotive and portable equipment applications. The full-voltage version is available at $56.00 each in unit quantities, while a special 5-volt version, type CPD1801C, is offered at $40 each in small quantities (1 to 99).

If you are considering assembling your own calculator, keep in mind the DS8864 display driver introduced recently by the National Semiconductor Corp. (2900 Semiconductor Drive, Santa Clara, CA 95051). A LED-to-MOS interface device that includes a battery-condition sensing circuit, the DS8864 requires only 900 to 1200 μA drive current, yet contains nine independent digit drivers designed to sink up to 50mA from a common-cathode LED display operating in a multiplexed mode. The unit's built-in battery-condition sensing circuit turns on the decimal point of the left-most digit when the battery voltage drops below 6.5 volts. The DS8864 is supplied in a 22-pin Epoxy-B DIP. The only other components needed for a complete calculator are a 22-position keyboard, a spst switch, a 9-volt battery, a MM5738 calculator IC, and an NSN-98A 9-digit LED display unit.

POPULAR ELECTRONICS
MAKING GOOD USE OF NOISE

I F YOU ask a typical electronic hobbyist or service technician to list the electronic problems that give him the most difficulty, there is a good chance that circuit noise will be somewhere near the top. Most of us consider noise the bane of our existence. We can determine that it exists in a circuit; but the problem is to find a cause and a remedy.

In discussing noise, the first thing to do is define what we’re talking about. There are a number of sources of this troubleshooter, among them is thermal agitation, a result of the random motion of molecules. This motion occurs in all matter that is at a temperature above absolute zero. Such noise is independent of frequency and is proportional to the absolute (°K) temperature. (Remember those cryogenic devices used in deep space antennas?)

The noise is also proportional to the resistive component of the impedance across which the thermal agitation is produced and the bandwidth (the wider you open the window, the more dirt comes in).

A second type of noise is shot noise, which is a result of uneven cathode emission in vacuum tubes, or recombination noise in many types of semiconductors.

The list of noise sources goes on and on, but the result is always unwanted noise. To keep the noise down, many circuit designers use “low-noise” resistors in the front end of the circuit. (Keep in mind that everything that shows up in the first stage is amplified in later stages—internal noise as well as the desired signal.) A similar design device is to use FET’s (which have no real recombination noise) in the front end instead of bipolar transistors.

Using Noise in Testing. There is, actually, a bright side to the noise problem, despite what you might think about the unwanted intruder. Are you aware that noise makes a dandy tool in testing? A circuit that deliberately generates noise is shown below. It generates a controllable (by the potentiometer) amount of noise (the same as the hiss you hear when a receiver is not tuned to a station) just about evenly distributed across the r-f spectrum.

Essentially the circuit is a forward-biased diode whose fluctuating current is generated across a load resistor. The value of the load resistor is the same as the input impedance of the receiver or other device being tested. To use the circuit to determine the noise level of a receiver (for example), start by connecting an audio-frequency voltmeter, which has a decibel scale, to the receiver’s audio output terminals.

Connect the noise generator, with the power off, to the receiver antenna terminals making sure that the load resistor you choose is the same as the receiver input impedance. Turn the receiver on with the agc off. Then set the r-f and audio gain controls to obtain a clearly identifiable dB indication on the meter. (Be sure you are not tuned to a station.) This will be the reference noise level. Turn on the noise generator and adjust its potentiometer to get a just-perceptible increase in the hiss level. Note the ratio of the two meter indications.

This approach, though not allowing the measurement of the actual noise level due to the diode being used, will allow you to compare the noise levels of two receivers. It will also allow you to “fine tune” the receiver’s front-end circuits. Then, if necessary, you can replace noisy resistors or transistors to get the best noise level (the largest number of dB on the output voltmeter when the noise generator is on) out of the receiver.

Pruning an Antenna. R-f noise can also be used to prune an antenna for maximum efficiency. In this case, a noise bridge is used and the procedure will be of interest to CB’ers who want to get the most out of their limited transmitter power. Many people have worked on their antenna with an SWR bridge to get conditions as good as possible, but they still can’t get a 1:1 ratio.

There are several commercial noise bridges available, usually consisting of a wide-band r-f noise generator to drive a bridge. The bridge then compares an unknown impedance (in this case the antenna) against a calibrated potentiometer. The receiver is then used as a tunable null indicator to determine when the antenna is really matched to the desired frequency.

With the noise bridge driving the antenna, all you do is tune the receiver for the deepest null and read the antenna impedance off the calibrated potentiometer dial. Now you can determine whether the antenna is cut for the desired frequency and what the impedance really is. Armed with this information, you can then hack and chop until your antenna is on the button and doing a good job. In this way, whip antennas can be matched to mobile rigs to improve transmission range.

A noise bridge can also be used to check noise levels in audio equipment and see if resistor and/or transistor replacements would improve audio quality.

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JANUARY 1976

AmericanRadioHistory.Com
INTERRUPTS AND REAL-TIME

Hobbyist applications of computers fall into two general categories: intellectual pursuits and practical uses. In intellectual pursuits, simplicity is generally the keyword and all the unessential details are stripped away to reveal the underlying simplicity. In practical (real) applications, however, we can’t afford that luxury, and it is in these useful areas that the realities of “real time” operation strike home.

In any computer, the instructions are sequentially executed until the specific goal is accomplished, and all this happens without regard to the onward march of time. However, once you are forced to write a program that must finish within some limited amount of time, you are in the “real time” domain. A computer program to read thermostats once every fifteen minutes is not difficult at all. But a program that is required to shut off a valve when water reaches a certain level must be very short, unless you want to risk a flood.

In real-time programming, it is generally not too difficult to write a program that can perform the required work in the allotted time and produce the requisite output signals. What is difficult is sensing the external conditions so that the program can be activated. Ideally, the real-time program can be made to sit in a loop, sampling some input signal until the appropriate event occurs to activate the rest of the program and produce (hopefully) the appropriate response (see Fig. 1). However, this simple scheme limits the computer to handling one and only one chore at a time. The major virtue of a computer is its ability to do many things and do them all fast.

An interrupt is a special kind of external signal that notifies the computer to pause in its current task, do something else for a while and then resume the interrupted task. For example, if you are reading a newspaper and the phone rings (you answer, talk, hang-up and resume reading the newspaper), you’ve been interrupted. Similarly, when the computer is executing a program to compute and generate some output, we should design the hardware and software to be interruptable. Then, when some new stimulus comes along (via the interrupt hardware), the currently executing program is suspended and the interrupt-serving software is activated. When the interrupt service subroutine is finished, it will cause the interrupted program to be re-activated.

An elegantly simple interrupt system is used in the popular Intel 8080A microprocessor. As shown in Fig. 2, the external signals are applied to an input called INT (interrupt). When the computer is about to fetch the next instruction in sequence, it senses the INT condition and does two things: it issues an interrupt acknowledgement signal (INTA) which allows the external hardware to supply an instruction to the CPU instead of the memory; and it inhibits the incrementing of the internal program location counter. Otherwise, instruction execution proceeds normally.

The interrupting equipment is then responsible for supplying the CPU with an instruction in the 8080’s architecture. The interrupting hardware places an eight-bit instruction on the data bus whenever the interrupt acknowledge signal (INTA) appears. This instruction is a subroutine call which causes the current program location counter contents to be pushed onto the stack in memory and is the first step in the process called “preserving the state of the program.” After the subroutine call instruction preserves the interrupted program’s next-instruction address, it places a specified address into the program counter; that is the address of the interrupt servicing program. At this point, the interrupt servicing program may not modify anything in the computer or memory without tampering with the execution of the interrupted program.

When any program is in execution, part of the status of that program is in the CPU’s registers. The contents of the program location counter and the accumulator and the flag bits are all
important. If any of these is changed from outside the program, then the program's correct execution is nearly always prevented. The interrupt servicing program must preserve this part of the interrupted program's status, and in most computers there are instructions that allow the state to be preserved by copying the CPU registers into memory (Fig. 3). It is this particular operation that the 8080 is unable to perform without some extra outside hardware. The 8080, however, has a set of instructions for preserving the state of the computer; for example, the PUSH instructions save the relevant information in the stack. The 6800 microprocessor automatically preserves the entire state of the CPU on the stack whenever an interrupt is sensed.   

: INTERRUPT SERVICE ROUTINE  
: (INTERRUPT #7)  
: ORG 56  
: COMES HERE TO SERVICE INTERRUPT AUTOMATICALLY  
: PUSH PSW ; PRESERVE STATE  
: PUSH B ; OF INTERRUPTED  
: PUSH D ; PROGRAM  
: PUSH H  
: INTERRUPT SERVICE ACTIONS HERE  
: LXI H,COUNT  
: INR M  
: POP H ; RESTORE STATE  
: POP D  
: POP B  
: POP PSW  
: EI ; RE-ENABLE INTERRUPTS  
: RET ; GO BACK  

After the interrupted program's state has been preserved, the interrupt servicing program performs its work. Generally, the minimum amount of work is accomplished. The longer the interrupt servicing program takes, the more likelihood there is that some other interrupt will be lost. The absolute minimum is to record the fact of the interrupt somewhere in memory. Each time the interrupt occurs, a specific location in memory is incremented by one; and, whenever the interruptable softwear gets time, the counter is examined and the appropriate actions are taken. The interruptable software then decrements the counter by one to account for the action taken.  

After the interrupt servicing routine is finished, the entire state of the computer is restored to the conditions that existed prior to the interrupt. The registers of the CPU are restored from memory. The execution of a sub-routine return instruction will cause the interrupted program's program location counter to be restored. The interrupted program then continues as if nothing had happened.  

There is a potential problem that arises at the interface between the real-time interrupt servicing program and the non-real-time "background" software. There is a part of each routine, called the "critical section" where confusion may reign unless some care is taken. Imagine the worst possible case: the interruptable program is interrupted just at the instant that it is about to examine the interrupt counter. In most computers, the counter must be fetched up from memory into a CPU register to be examined and decremented and then re-sensed. This sequence must not be interrupted. If it can be interrupted, you may not get the expected results. The best way to avoid this problem is to prevent the interrupts from being served while the interrupt counter is being examined or modified (Fig. 4). There are instructions in all computers that can be used to disable and then re-enable interrupts.  

The interrupt then, is basically a hardware trick to allow us the illusion of having two or more different cooperating computers sharing a common memory. It is important not to let the interrupt service routines do too much as they may be difficult to debug if they are complex, and the effects of the bugs may be obscure and seemingly unrelated. If the interrupt service routines are simple, they will be easy to "prove" correct without being examined or performed.  

---

**QUICK.... what number is this?**  

**• • • • • • • • • • •**  

If you have to read your microcomputer like this—bit by bit, from rows of lights—the computer's making you do its work. And if you have to use rows of toggle switches to program it, you might wonder why they call the computer a labor-saving device!  

Contrast the layout of a typical pocket calculator. A key for each number and function; six easy-to-read digits. Why not design microcomputers like that?  

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**MIKE 2 MANUAL...**  

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Price for orders received before November 15, 1975...  

$19  

Includes a certificate worth $10 towards a modular micro system, good 90 days. (Offer valid, USA only.) After 11/15: $25.  

**--- modular micros --- martin research ---**  

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To control the DAZZLER effectively, some kind of control console device is needed other than the 8800 front panel switches. You could use a teletype, but TTY’s are expensive, noisy, and waste paper. Why not use an inexpensive black and white TV monitor and our plug-in compatible Video Display Module? The VDM-1 will take data from any of your input devices, whether TTY keyboard, tape or disk. It provides all the necessary circuitry to generate sixteen lines of 64 characters each with both upper and lower case letters. The display format is much easier to read than any ordinary TV Typewriter, and the VDM-1 displays twice as much data per line!

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For more details on these and other 8800 plug-in compatible modules, write to:

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Berkeley, Ca. 94710

Fig. 4. Instructions can be used to disable and then re-enable interrupts.

much ado. Interrupts, like any other riches, can be overindulged; so resist the impulse.

We Get Letters. Since we introduced the HIT (Hobbyist Interchange Tape) system in our September 1975 column, we have received a considerable amount of mail concerning it. There are a number of such cassette systems, each manufacturer using his own scheme. At a November meeting in Kansas City, Mo., an effort was made to establish a standard format. Looks like a 1200/2400-Hz system will be adopted. We’ll keep you posted on the future developments.

The HIT format was not suggested as a computer industry standard, but as a simple, low-cost, easy-to-implement system for hobbyists so that they could exchange data and programs. In fact, one supplier of OEM kits (Cramer Electronics) has its software recorded in the HIT format, and a HIT interface is included in their kits.

News Items. AMD announced an OEM price reduction on its 8080A (to below $30), and Intel followed suit. Then, Texas instruments announced its 16-bit 9900. Not due until March, the 9900 operates at about the same speed as the 8080, but will probably cost about $50. When price reductions start on the OEM level, they eventually sift down to the hobbyists.

Hobbyist Clubs. Information on computer hobbyist clubs continues to come in. In addition to the ones listed below to which we will add from time to time), check out your local high schools and universities. Many of them have clubs which were formed by students, with outsiders generally welcome to join. California

Homebrew Computer Club, 193 Thompson Sq., Mountain View, CA 94043.
Sacramento Minicomputer Users, Box 741, Citrus Heights, CA 95610.
San Diego Computing Society, c/o Gary Mitchell, Box 35, Chula Vista, CA 92012.
Southern California Computer Society, Box 987, S. Pasadena, CA 91030.
UCLA Computer Club, 3514 Boelter Hall, UCLA, Los Angeles, CA 90024.
29 Palms Area, Sgt. Wesley B. Isrigg, Box 3566, C&E Schools M.C.B., 29 Palms, CA 92278; or Sgt. Stanley E. Herr, 13-C Copper Dr. M.C.B., 29 Palms, CA 92278.
Colorado
The Digital Group, Box 6528, Denver, CO 80209.
Illinois
Chicago Users Group, c/o Robert Swartz, 195 Ivy Lane, Highland Park, IL 60035.
Massachusetts
Boston Area, c/o John Vullo, 21 Sunset Ave., N. Reading, MA 01864.
Minnesota
Southeast Minn. Amateur Computer Club, 2122 NW 17 Ave., Rochester, MN 55901.
New Jersey
Ohio
"Universe Unlimited" Users Group, c/o John E. Kabat, 11918 Forrest Ave., Cleveland, OH 44120.
Oklahoma
Oklahoma City Club, 2412 SW 45th, Oklahoma City, OK 73119.
Pennsylvania
Pittsburgh Area Computer Club, c/o Fred Kitman, 400 Smithfield St., Pittsburgh, PA 15222.
Texas
Texas Computer Club, c/o L. Walker, Rt. 1, Box 272, Aledo, TX 76006.
Canada
Canadian Computer Club, c/o G. Pearen, 8611 11th St., Brandon, Manitoba, Canada R7A 4L1.
INTERSTATE truckers, abetted by a growing number of mobile and base station operators, meet each day, on Citizens Band (CB) channel ten. They use a colorful—often cryptic—language to communicate with one another.

The glossary below has been developed to help CB newcomers interpret the special terms used most frequently on the interstate highway channel and elsewhere in the CB Class D frequency spectrum. Save this list and add new terms and meanings to it as they develop among the truckers. Using CB jargon correctly is interpreted by some as a mark of sophistication. Anytime you cannot remember the “proper” term to use, however, plain old everyday English will do. Even on channel ten.

<table>
<thead>
<tr>
<th>TERM</th>
<th>MEANING</th>
<th>TYPICAL USE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Back</td>
<td>Over</td>
<td>Back to you.</td>
</tr>
<tr>
<td>Back door</td>
<td>Rear of vehicle</td>
<td>I’m watching your back door (protecting you from being overtaken unawares by police).</td>
</tr>
<tr>
<td>Back down</td>
<td>Drive slower</td>
<td>Smokey’s ahead. Better back it down.</td>
</tr>
<tr>
<td>Back out</td>
<td>Stop transmitting</td>
<td>I’m going to back out of here.</td>
</tr>
<tr>
<td>Barefoot</td>
<td>CB set output signal not additionally amplified.</td>
<td>I’m running this rig barefoot.</td>
</tr>
<tr>
<td>Base station</td>
<td>CB set operated from a fixed location</td>
<td>I’m operating here from my base station.</td>
</tr>
<tr>
<td>Beam</td>
<td>Type of directional antenna</td>
<td>I’ve got my beam on you now.</td>
</tr>
<tr>
<td>Big switch</td>
<td>Turn off CB set</td>
<td>I’m going to pull the big switch.</td>
</tr>
<tr>
<td>Big 10-4</td>
<td>Acknowledged with enthusiasm</td>
<td>That’s a big 10-4.</td>
</tr>
<tr>
<td>Bleeding</td>
<td>Interference from a nearby CB channel</td>
<td>A local (station) is bleeding all over you.</td>
</tr>
<tr>
<td>Break</td>
<td>I’d like to interrupt</td>
<td>Break, break.</td>
</tr>
<tr>
<td>Breaker</td>
<td>One who interrupts</td>
<td>Go ahead, breaker.</td>
</tr>
<tr>
<td>Catch</td>
<td>Talk to</td>
<td>We’ll catch you later.</td>
</tr>
<tr>
<td>Chicken coop</td>
<td>Weigh station for trucks</td>
<td>The chicken coop is closed.</td>
</tr>
<tr>
<td>Clear</td>
<td>Out, final transmission</td>
<td>We’re clear</td>
</tr>
</tbody>
</table>

TERM | MEANING                          | TYPICAL USE                        |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Come again</td>
<td>Repeat your last transmission</td>
<td>Come again?</td>
</tr>
<tr>
<td>Comeback</td>
<td>Return call</td>
<td>Thanks for the comeback.</td>
</tr>
<tr>
<td>Come on</td>
<td>Over, invitation to transmit</td>
<td>What’s your twenty?</td>
</tr>
<tr>
<td>County mounty</td>
<td>Sheriff’s deputy</td>
<td>Two county mounties are parked under the bridge.</td>
</tr>
<tr>
<td>Covered up</td>
<td>Interferred with</td>
<td>You were covered up that time.</td>
</tr>
<tr>
<td>Cut the coax</td>
<td>Turn off CB set</td>
<td>I’m going to cut the old coax now.</td>
</tr>
<tr>
<td>Bodacious</td>
<td>Shamelessly strong</td>
<td>You’ve got a real bodacious signal up here.</td>
</tr>
<tr>
<td>Ears</td>
<td>CB set</td>
<td>Got your ears on?</td>
</tr>
<tr>
<td>Eighteen wheeler</td>
<td>Truck and trailer</td>
<td>How about that northbound eighteen wheeler?</td>
</tr>
<tr>
<td>Eights</td>
<td>Goodbye (from amateur radio 88’s meaning “love and kisses.”)</td>
<td>Threes and eights to you.</td>
</tr>
<tr>
<td>Eyeball</td>
<td>Face-to-face meeting</td>
<td>Can we get together for an eyeball?</td>
</tr>
<tr>
<td>Feed bears</td>
<td>Pay a fine for speeding to highway patrol</td>
<td>I can’t afford to feed any bears.</td>
</tr>
<tr>
<td>Final</td>
<td>Last transmission</td>
<td>I’ll turn it over to you for your final.</td>
</tr>
<tr>
<td>Flip flop</td>
<td>Trucker’s return trip</td>
<td>We’ll catch you on the flip flop.</td>
</tr>
<tr>
<td>Four wheeler</td>
<td>Automobile</td>
<td>You’ve got a southbound four wheeler.</td>
</tr>
</tbody>
</table>

BY SHERMAN P. WANTZ

HOW TO USE CB RADIO “BUZZ” WORDS...

JANUARY 1976
<table>
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<tr>
<th>TERM</th>
<th>MEANING</th>
<th>TYPICAL USE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Getting out</td>
<td>Being heard</td>
<td>Just wanted to see if I was getting out.</td>
</tr>
<tr>
<td>Good buddy</td>
<td>Salutation used by truckers</td>
<td>What's the smokey situation, good buddy?</td>
</tr>
<tr>
<td>Gone</td>
<td>Final transmission, or going to switch to another channel?</td>
<td>We're gone.</td>
</tr>
<tr>
<td>Green stamps</td>
<td>Money paid in fines for for traffic violations</td>
<td>I’ll back her down. I don’t have any more green stamps.</td>
</tr>
<tr>
<td>Hammer</td>
<td>Truck’s accelerator</td>
<td>There aren’t any smokies ahead so let the old hammer down.</td>
</tr>
<tr>
<td>Handle</td>
<td>Operator’s assumed name</td>
<td>The handle here is “Bikini Watcher.”</td>
</tr>
<tr>
<td>High gear</td>
<td>Use of transmitter power amplifier</td>
<td>See if my signal changes when I shift into high gear.</td>
</tr>
<tr>
<td>Holler</td>
<td>Call</td>
<td>I gave you a holler, but you didn’t come back.</td>
</tr>
<tr>
<td>Home twenty</td>
<td>At home</td>
<td>I’m at my home twenty right now.</td>
</tr>
<tr>
<td>How about?</td>
<td>Calling</td>
<td>How about that “Bikini Watcher” one time?</td>
</tr>
<tr>
<td>Landline</td>
<td>Telephone call</td>
<td>I’ll give him a landline and pass the info.</td>
</tr>
<tr>
<td>Lay an eye on</td>
<td>See</td>
<td>Can you lay an eye on me yet?</td>
</tr>
<tr>
<td>Linear</td>
<td>Extra power amplifier used to increase CB transmitter output</td>
<td>Are you using a linear or are you running barefoot?</td>
</tr>
<tr>
<td>Local yokel</td>
<td>City police officer</td>
<td>There’s a local yokel northbound on the move.</td>
</tr>
<tr>
<td>Mail</td>
<td>Overheard conversation</td>
<td>I’ve been sitting here reading the mail.</td>
</tr>
<tr>
<td>Mercy</td>
<td>Aah. Pause. Speech habit have no particular meaning</td>
<td>Mercy, that’s a big ten-four.</td>
</tr>
<tr>
<td>Mile markers</td>
<td>Small signs along interstate highways</td>
<td>The smokey is located at the 142 mile marker.</td>
</tr>
<tr>
<td>Mobile</td>
<td>CB set mounted in a vehicle</td>
<td>I’m talking from my mobile.</td>
</tr>
<tr>
<td>Modulate</td>
<td>To talk with</td>
<td>I think I modulated with you last week.</td>
</tr>
<tr>
<td>Move</td>
<td>In motion</td>
<td>That smokey is on the move.</td>
</tr>
<tr>
<td>Negative</td>
<td>No</td>
<td>That’s a negative.</td>
</tr>
<tr>
<td>Negative contact</td>
<td>station being called failed to respond</td>
<td>Negative contact. I’m gone.</td>
</tr>
<tr>
<td>Negative copy</td>
<td>Did not hear response by the station called</td>
<td>Negative copy. We’re by.</td>
</tr>
<tr>
<td>Negatory</td>
<td>No, negative</td>
<td>Ne-ga-tory (said slowly for added emphasis).</td>
</tr>
<tr>
<td>One time</td>
<td>For a short contact</td>
<td>Calling that “Bikini Watcher” one time.</td>
</tr>
<tr>
<td>On the side</td>
<td>Standing by (listening) on the channel</td>
<td>We’ll be on the side.</td>
</tr>
</tbody>
</table>

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<tr>
<th>TERM</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Over shoulder</td>
<td>Behind</td>
<td>If you’re at the truck stop I’m over your shoulder.</td>
</tr>
<tr>
<td>Peanut butter in ears</td>
<td>Not listening to CB set</td>
<td>Guess he’s got peanut butter in his ears.</td>
</tr>
<tr>
<td>Putting on</td>
<td>Strength of signal</td>
<td>What kind of a signal am I putting on you?</td>
</tr>
<tr>
<td>Radio check</td>
<td>Reception</td>
<td>Give me a radio check, please.</td>
</tr>
<tr>
<td>Read</td>
<td>Hear</td>
<td>I read you loud and clear.</td>
</tr>
<tr>
<td>Rig</td>
<td>CB set</td>
<td>What kind of a rig are you using?</td>
</tr>
<tr>
<td>Roger</td>
<td>I acknowledge</td>
<td>Roger on that.</td>
</tr>
<tr>
<td>Scatterstick</td>
<td>Vertical antenna with ground plane</td>
<td>I’m using a scatterstick at the moment.</td>
</tr>
<tr>
<td>Seventy-three</td>
<td>Best regards (amateur radio term)</td>
<td>Seventy-threes and hope to catch you later.</td>
</tr>
<tr>
<td>Shout</td>
<td>Call</td>
<td>Thanks for the shout.</td>
</tr>
<tr>
<td>Ski, short skip</td>
<td>Atmospheric conditions that permit contacts greater than line-of-sight distances.</td>
<td>Sorry. Those short skip stations have you covered up.</td>
</tr>
<tr>
<td>Smokey-the-Bear, smokies</td>
<td>Highway patrol troopers</td>
<td>A smokey is on the move, heading east.</td>
</tr>
<tr>
<td>SWR</td>
<td>Standing wave ratio</td>
<td>This antenna gives me a two-to-one SWR.</td>
</tr>
<tr>
<td>Taking pictures</td>
<td>Radar operated speed indicator</td>
<td>The smokies are taking pictures.</td>
</tr>
<tr>
<td>Ten-four?</td>
<td>Do you understand?</td>
<td>Is that a ten-four?</td>
</tr>
<tr>
<td>Ten roger</td>
<td>I acknowledge</td>
<td>That’s a ten roger.</td>
</tr>
<tr>
<td>Tijuana taxi</td>
<td>Police car</td>
<td>I’ve got a Tijuana taxi in sight.</td>
</tr>
<tr>
<td>Thermos bottle</td>
<td>Tanker truck</td>
<td>I’m pushing the white thermos bottle.</td>
</tr>
<tr>
<td>Threes</td>
<td>Seventy-three, best regards</td>
<td>Threes to you.</td>
</tr>
<tr>
<td>Throwing</td>
<td>Transmitting</td>
<td>What kind of a signal am I throwing at you?</td>
</tr>
<tr>
<td>Trip</td>
<td>Strong signal</td>
<td>You’re making a fine trip down here.</td>
</tr>
<tr>
<td>Twenty</td>
<td>Ten-twenty, location</td>
<td>What’s your twenty?</td>
</tr>
<tr>
<td>Walked all over</td>
<td>Overpower by a stronger signal</td>
<td>Come again. Somebody just walked all over you.</td>
</tr>
<tr>
<td>Wallpaper</td>
<td>Postcard acknowledging a two way contact</td>
<td>Give me your twenty and I’ll send you some wallpaper</td>
</tr>
<tr>
<td>Wall-to-wall</td>
<td>Loud and clear</td>
<td>I’m hearing you wall-to-wall.</td>
</tr>
<tr>
<td>Wrapper</td>
<td>Paint job on car</td>
<td>That northbound smokey is in a plain white wrapper.</td>
</tr>
<tr>
<td>XYL</td>
<td>Ex-young lady, wife</td>
<td>How’s your XYL?</td>
</tr>
<tr>
<td>YL</td>
<td>Young lady</td>
<td>I met your YL at the last eyeball.</td>
</tr>
</tbody>
</table>
THE BEWILDERING BRIGHTNESS

Jonathan, my next door neighbor, was waiting in my driveway as I pulled up in the service van after a busy day at the shop. I honked to my wife to start dinner. Lea looked out the window, saw Jonathan and nodded knowingly. I was going to have to help him out again before I ate.

Jonathan blurted as I stepped out of the truck, "Art, I want to show you something. It will only take a minute." I smiled, but my stomach was growling.

I followed him into his basement where he had set up his workbench. On the table was a new modular Zenith TV with the back off. Its shipping carton lay nearby. Jonathan is an accountant, but he enrolled in a home-study TV service course as a leisure pursuit.

He was supplementing the course with my advice, usually before dinner.

He said, excitedly, "The TV came from the school today. It's a honey!" I looked it over. It was the 19FC45 chassis. I had installed and worked on quite a few of them recently.

His voice saddened. "I began the checkout and I must be doing something wrong— it doesn't do what the book says it should."

"Let's take a fast look," I said, trying to console him. I plugged in the cheater cord. The sound came on, and the high-voltage circuits crackled to life. The raster's brightness gradually increased. I noticed there was a slight bloom to the picture so I adjusted the brightness control. There was definite expansion at higher levels of brightness. At low levels, the raster lost its blooming quality and filled the screen properly. "Is that the trouble?" I asked. "The picture is blooming somewhat. It's supposed to stay the same size at all brightness levels.

He pulled out the instruction manual and examined it. "Yeah, you're right. That's the trouble. It's blooming, but that's not what I meant."

I looked at him quizically. He went on, "I was doing Experiment 9. When I got to the BRIGHTNESS LIMITER adjustment, my results didn't agree with the manual."

"Run through it again," I said.

He nodded and began the numbered sequence. First he pulled the cheater out. Then he disconnected the i-f cable from the i-f strip, and attached his voltmeter across a 3-watt resistor near the flyback. He plugged in the cheater again and the receiver came alive. "Watch this," he said turning the BRIGHTNESS LIMITER control. The meter needle held still. "The voltage is supposed to vary," he moaned, "and be set at 1.7 volts."

My stomach was snarling for food, but I couldn't resist the puzzle. I took the instruction manual and opened to the foldout schematic (Fig. 1).
The 3-watt, 820-ohm resistor, R232, was connected from the bottom of the tertiary flyback winding to ground. The desired voltage drop (1.7 V) occurs when the proper amount of current passes through the flyback winding. This monitors the amount of beam current. Too much current would cause the high voltage to drop, producing the "blooming" effect.

The BRIGHTNESS LIMITER control is connected to the voltage tripler with a zener diode through a 500-ohm, 7-watt resistor (R230). This trio picks off a positive pulse and transmits it through a 270-ohm resistor on the LUMINANCE MODULE (Fig. 2) to the base of the brightness limiter transistor.

Fig. 2. Schematic of luminance module.
This transistor amplifies and inverts the pulse which is then fed to C904, a 47-μF filter capacitor. The latter changes the pulse to a smooth dc voltage, which is fed through the contrast control to the base of Q904, the second video amplifier.

The luminance output of Q904 is coupled to the base of Q1204, the video driver (Fig. 3) through the delay line (L202). This transistor drives the emitters of the three chroma outputs (Q1205, Q1206, Q1207).

When the outputs of the three chroma stages are low, the CRT cathode voltage goes positive and cuts off the electron beams. If the color outputs are high, the beams flow toward the control grids. In this way, the level of conduction of transistor Q902 produces the brightness limiting.

I said to Jonathan, "Bring in my module caddy." He disappeared, and while he was gone, I turned on his scope and connected the probe to the base of Q902. The positive pulse from the brightness limiter control should have appeared, but there was nothing there. Jonathan returned.

I opened the caddy. As luck would have it, I didn’t have the luminance module. Instead, I pulled out my bundle of jumper leads. I’ve found that working on these modular TV’s demands a lot of them!

Removing the luminance module from its prongs, I attached a jumper from each connector on the module to the module’s chassis-mounted connector pins. Then I made sure I connected the jumpers to the correct points.

Since I had no pulse on the Q902 input, I disconnected the jumper from the UB connector pin. Then I turned on the receiver, and touched the probe to the brightness limiter control: the pulse was there. The scope indicated that its amplitude was about 2 V (p-p) as it should be.

That meant the flyback circuit was good. As a double check, I reconnected the jumper. The pulse was gone again! Something in the luminance module was killing the pulse.

I explained to Jonathan what I had discovered, who was quickly jotting down notes. He had been watching the technique with the jumper cables carefully, and now knew that trick of the trade.

He examined the schematic carefully. I recognized something of my way of doing things as he intoned, "The prime suspects are thus Q902, R904, C904, R919 and R905, in that order. Right?"

"Right," I answered. "I have to eat now, so check them out yourself." As I left with my module caddy, he had his nose buried in the circuit.

Dinner was going great when Jonathan burst in the back door. I quickly put a hunk of steak in my mouth thinking that I would have to run back to his basement—the week before he had fried a power transformer!

He held a little transistor in his palm. "Recognize Q902? It was shorted, base to collector. The control’s working perfectly now. No more blooming!"

I nodded and cut another piece of steak. He looked annoyed. "Come on back and I’ll show you."

Meanwhile Lea brought out a tax form she was having trouble with. "Jonathan," she started. He held up his hand. "I’m sorry Lea, but it will have to wait till later tonight, after I eat."

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**SLOW-SCAN TELEVISION**

THE DREAM of long-distance amateur video communication was made practical by Copthorne MacDonald's article "A New Narrow Image Transmission System" in QST (August and September 1958). "Cop" developed a system of transmitting TV signals requiring the same bandwidth as an ordinary SSB voice signal, opening up the possibility of DX TV work on the hf amateur bands. As a result, you can now tune around the bands and hear a number of raspy "slow-scan" (SSTV) signals, especially around 3.84, 7.22, and 14.23 MHz.

**Slow Scan Vs Fast Scan.** Predictably, the fundamental difference between conventional fast-scan and slow-scan TV lies in the rates at which their pictures are "taken" and "developed." A fast-scan camera splits the incident image into 525 narrow horizontal lines, scans them all in 1/30th of a second, and repeats the entire procedure 30 times a second. The position of the scan point is controlled by the horizontal and vertical sweep circuits within the camera. The varying amount of light reflected from the televised object causes the photosensor in the camera tube to generate a proportional voltage signal.

This signal modulates (usually AM) the carrier, and is recovered by the video detector in the TV receiver. It is then used to control the intensity of the electron beam striking the phosphors on the picture tube's face. At the same time, the position of the beam is controlled by the sweep circuits in the receiver, which are locked in step with those in the camera by sync pulses.

Although the beam does not stay at any one part of the picture screen for more than a small fraction of a millisecond, the compound's lasting phosphorescence or "persistence," together with the response of the human eye, enables us to see an "even" picture.

Slow-scan cameras and picture tubes act in much the same way, but at a much more relaxed pace. In this scheme, an image is scanned from top to bottom in eight seconds! Also, it is broken down into only 120 lines, and the repetition rate is seven frames per minute.

As the bandwidth of an information channel is directly proportional to how many bits are handled in one time unit, SSTV signals take up a tiny slice of the spectrum when compared to fast-scan channels (6 MHz each). In fact, the "bit rate" (the rate at which units of information are sent) is so slow that it's practically impossible to send it by conventional AM. "Cop" elegantly solved the problem by frequency modulating an audio subcarrier, which in turn "amplitude modulates" the transmitter. As shown in Fig. 1, the standard subcarrier frequency is 1200 Hz. Black is at 1500 Hz, and 2300 Hz represents white. Sync pulses appear between 1200 and 1500 Hz (blacker than black), thus they do not appear in the received picture. Only 1100 Hz of bandwidth is required!

Due to their short "persistence," fast-scan cameras and picture tubes can not be used in SSTV work. The illuminated portions at the left of one line would fade before those on the right were "developed." Consequently, a longer lasting "glow" is needed, which is accomplished by a CRT with a P7 phosphor. When P7 is struck by an electron beam, it glows brightly. But as the beam moves on, the original glow disappears and is replaced by a fainter afterglow that persists for many seconds. A discernible image will remain on the tube for about two minutes.

**Equipment Requirements.** To get started in SSTV, you'll first need a receiver capable of receiving SSB signals (usually no problem) and an SSTV monitor. This can be a commercial, ready-to-operate unit (there are several on the market), or a home-brewed unit. If you replace the P1- or P4-phosphor CRT in an oscilloscope, you'll have the nucleus of a monitor. A converter that processes the audio output of the receiver into a form usable with the scope can be fairly easily built.

Something new on the slow-scan scene are scan converters, which use A/D and D/A converters, digital memories and shift registers to generate a picture compatible with a standard home TV receiver. They are generally available with raw video and/or modulated (Ch. 2 or 3) r-f outputs. They also allow the use of fast-scan surplus closed-circuit cameras in your SSTV pursuits. Although the units are fairly expensive, they will be attractive to many newcomers to SSTV because the cost of a special slow-scan monitor is eliminated. Coupled with home TV receivers, these converters can produce higher-quality images than those on conventional slow-scan monitors. Further, they usually have "freeze" modes which will store and/or display a received picture as long as power is applied.

To transmit slow-scan images, you will need a video sensor, a modem, and an SSB transmitter. The sensor may either be a vidicon coupled with an electromechanical shutter device, or a flying spot scanner (the less expensive approach). The modem converts the video and sync information into audio tones which modulate the transmitter. If you're lucky enough to have a scan converter, a standard Vidicon or CCD camera can be used. For more information, consult the sources listed in the box.

What's happening on SSTV? Hundreds of U.S. and Canadian operators are working each other and the world regularly near 14.23 MHz. Don, W9NTP, recently returned from a long trip on which he carried SSTV gear. He worked many U.S. amateurs from Easter Island and other exotic points. Barry Goldwater, K7UGA, on his trip to Southeast Asia, plugged SSTV...
equipment into existing SSB rigs and was quite active for a while.

License Requirements. One potential roadblock to getting started in SSTV below 28.5 MHz is the necessity of having an Advanced or Extra Class license. This is one more reason to upgrade! Generals can use SSTV above 28.5 MHz, and Tech's can engage in this type of work on their phone frequencies above 50 MHz. There is quite a contingent of SSTV'ers on 114 and 220 MHz in the Los Angeles area.

Incidently, because SSTV modulating signals are actually audio tones, pictures can be recorded on an ordinary tape or cassette recorder.

Novice Roundup. The 1976 ARRL "Novice Roundup" will occur between 0100 GMT, January 31, and 2359 GMT, February 8. Operating a maximum of 30 hours during this period, Novices work everyone, and other amateurs work only Novices. U.S. and Canadian stations exchange RST and their ARRL sections. Others substitute country for section. A complete two-way exchange earns one point. Total score equals the number of contact points (after duplicates are deleted!) plus the highest speed shown on the contestant's ARRL Code-Proficiency certificate multiplied by the number of sections and other countries worked. Complete rules and score sheets are available from ARRL, 225 Main St., Newington, CT 06111, on request accompanied by a stamped, self-addressed envelope.

Amateur License Courses. The Indianapolim American Red Cross Amateur Radio Club, 10th and Central Aves., Indianapolis, IN, will sponsor a General Class license course starting January 12, 1976. The course will be held every Monday between 7:30 and 10:00 p.m. Everyone 16 years or older or who holds a Novice license is eligible for the course. Instructor is John Jacobs, Jr., WB9KDS, assisted by Robert Foot, K9KGJ. The LREC Amateur Radio Club, 2814 Empire Ave., Burbank, Calif. 91504, also starts its new General Class course, January 12, after the conclusion of its last Novice session. Bill Weish, W6DDB, is the instructor.

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By John McVeigh

WINDSHIELD-WASHER ALARM

Q. Is there a circuit which will let me know when the windshield washer fluid in my car is running low?

—R. Claudet, Tannersville, NY

A. This circuit will do the job. Insert the two metal probes (pin plugs, stiff bare wire, etc.) into the washer fluid reservoir, leaving tips about 1 inch (2.5 cm) above the bottom. Install indicator 11 (which can be a 53 pilot bulb, a Sonalert or a buzzer) at a convenient viewing angle. When the fluid level drops below the probe tips, the lamp will light. Diodes D1 and D2 can be common 1-A power supply rectifiers. The alarm will work with water and most detergent solutions.

DOUBLE-SIDED PC BOARD BLANKS

Q. I have been unable to find a source for double-sided pc board blanks. Any ideas?

—David Greenwood, Allison Park, PA

A. There are a number of sources which cater to the hobbyist. Two that we know of offhand are:

Techniques, Inc.
235 Jackson St.
Englewood, NJ 07631

GC Electronics (Calectro)
400 S. Wyman St.
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(or through local Calectro dealers).

This is by no means an exhaustive list. Check with electronics stores in your area, and scan the ads in Electronics Market Place each month in this magazine.

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by Clyde N. Herrick

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Stromberg-Carlson Model 1121, Series 12 receiver. Schematic and speaker coil impedances, and any other information. Edward Heimbach, RD 5, Box 169, Stroudsburg, PA 18360.


Lafayette Model HA-230 four-band receiver. Schematic and alignment information. Jim Wilkins, 6215 Lone Oak Dr., Athens, MD 20004.


Weston Tubecheck Model 796 Type 5B. Schematic. Tracy LaVere, 13902 La Pat #16, Westminster, CA 92683.


Zenith Model SK9R cabinet "Long Distance Radio" Serial No. 557605, RCA Model K-80 cabinet radio. Schematics and any helpful information. Dave Faverty, 177 Haven Road, Elmhurst, IL 60126.

Sun Model SS-1 Auto Timing Unit. Service manual. Don Brown, 216 West Valley Parkway, Escondido, CA 92025.


Chicago Tube and Set Tester Model 532 by Chicago Industrial Instruments Co. Instruction manual. Terrie Frane, Box 111, Owen, WI 54460.

Friden Flexowriter Model F10. Schematic and/or remote control jack connections. J. Marconic, Box 22, Brice, OH 43109.

National Model NC 77X general coverage receiver with chassis marks 64 4838 and 64 0946. Schematic and/or service information. Richard H. James, Box 5269 T.E., Bradenton, FL 33507.


Collins Model 17L-8A aircraft transmitter, serial no. 2344. Maintenance and operations manual. David Moody, 4505 South St., Terre Haute, IN 47802.

Alwa tape recorder Model TP-730. Need motor or source for same. John Holevac, 301 W. Lead St., Bessemer, MI 49911.

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OPTOISOLATORS are ideal for solving many noise and high-voltage isolation problems in electronic circuits. Until fairly recently, their prices have been rather high for experimenter use. But now some real bargains are available from a number of electronic parts dealers, such as those who advertise in the back of this magazine.

An optoisolator is a relatively simple device, consisting of a light source and a light sensor housed in a light-tight package in such a manner that their active elements face each other. While the source is always electrically isolated from the sensor (in the low kilovolt range), the two are optically coupled in such a manner that a signal activating the source will trigger the sensor.

Most optoisolators use a gallium-arsenide (GaAs) infrared emitter for the light source and a silicon detector. The latter can be a photodiode, light-activated SCR (LASCR), photosensitive FET, photo-Darlington, or, most commonly, a phototransistor. The housing for the two elements that make up the optoisolator is usually a semiconductor package, with the common IC DIP configuration predominating.

Fig. 1. An arrangement for coupling one signal to another with an optoisolator is shown at right above. The scope photo at right is typical of input and output pulses for the circuit.

Fig. 2. One way of coupling circuits with an optoisolator.
Simple Couplers. A simple arrangement you can use to isolate an analog or pulsed signal to be coupled from one circuit to another is shown in Fig. 1. The circuit can use any phototransistor optoisolator. (I used a Motorola MCT2, but any similar device can be substituted.) The photograph in Fig. 1 illustrates a pair of typical input and output pulses for the circuit. I calibrated the 4-volt, 1-kHz square-wave output from the scope to pulse the LED in the optoisolator and monitored both sides of the MCT2 to obtain this photo. Notice that the base of the transistor is not used. This is the case with many phototransistor optoisolator circuits, even though manufacturers usually make the base available for special applications such as external biasing.

There are dozens of ways to couple optoisolators to RTL and TTL circuits. A typical circuit for this is shown in Fig. 2. The various manufacturers who make optoisolators (Texas Instruments, Monsanto, Litronix, Fairchild, etc.) all use this and many other basic hookup schemes in their spec sheets, so there's no need to go into details here. Just remember to include a current-limiting resistor between the drive circuit and LED side of the optoisolator. If you omit this resistor, excessive current might be pumped through the LED, causing damage.

Fig. 3. This optoisolator circuit exhibits negative resistance.

Negative-Resistance Circuit. A circuit you won't find in anyone's spec sheet is the unusual optoisolator negative-resistance configuration shown in Fig. 3. This novel circuit was dreamed up by Japanese engineers Haruo Takahashi and Yasuo Kitahama and first published in the April 1974 IEEE Journal of Solid State Circuits ("An Optronic Negative Resistance...")
Circuit”). Here’s how it works. The transistor in the isolator is normally cut off, but an applied voltage causes a small current to flow through the outboard transistor and the LED. As the input voltage increases, the LED turns on and triggers the isolator’s transistor into conduction. The circuit exhibits negative resistance because it begins to conduct only above a certain voltage threshold at the input.

**Relaxation Oscillator.** If you’ve ever built a neon-lamp flasher circuit, you already know that you can make a simple relaxation oscillator by connecting a resistor and capacitor to a negative-resistance component. The circuit in Fig. 4 shows how this is done with the optoelectronic negative-resistance circuit. Operation begins with the capacitor charging through the 10 k resistor until the negative-resistance circuit switches on. At this point, the capacitor discharges through the circuit and the system resets to the off state to repeat the cycle.

For best results, start with the component values specified in Fig. 4. After you get the circuit working, you can experiment with different capacitor values to change the oscillation range of the circuit. With the values shown, I measured a frequency range of about 3 to 8 kHz with the potentiometer adjusted for a resistance of about 5 kΩ. Changing the capacitor’s value to 1 µF caused the frequency range to drop to between 120 Hz and 1.8 kHz.

You can monitor the operation of this circuit with a scope connected across the LED and/or a 1 k resistor inserted between the emitter of the isolator’s transistor and ground. The waveforms I obtained are shown in Fig. 5. Alternatively, you can connect a miniature 8-ohm speaker at point “X” to make the oscillator’s tone audible.

**Parting Comment.** So far, we’ve examined only one particular optoisolator, but there is a wide range of other useful gadgets that include electrically isolated emitters and detectors. These source-sensor pairs, as they are usually called, can be used for limit switches, object detectors, position sensors, reflectance sensors, and many other applications. I haven’t seen any of these source-sensor pairs on the surplus/hobby market yet.

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**Fig. 4. Relaxation oscillator.**

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**Fig. 5. Waveforms for Fig. 4.**
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