AUTOMOTIVE ELECTRONICS FOR THE 21ST CENTURY

June 1995

Popular Electronics

Build a Radar Speed Gun

It works just like the ones used by the police

Simple PC Upgrades You Can Do
Adding hard- and floppy-disk drives

Build the Sun Tracker
Get the most out of solar-power gear

Build an 8-Channel A/D Converter
The cheap and easy way to get analog data into your PC

Plus: Computer Bits, Ham Radio, Scanner Scene, Circuit Circus, and More!

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COVER STORY

37 Build a Radar Speed Gun
Radar speed guns are the police's most valuable ally in keeping the highways safe for everyone. In this article we show you how they work, and how to build your own unit—Marc Spiwak

CONSTRUCTION

45 Build an Eight-Channel A/D Converter
You can connect virtually any analog sensor to your computer with this versatile interface circuit—James J. Barbarello

54 Build the Sun Tracker
Get the most from your solar panels and other solar-power gear with this precision tracking circuit—Jack Wright

FEATURES

43 Automotive Electronics for the 21st Century
See one manufacturer's vision of the car of tomorrow, and how its features along with other developments could make driving a dream-come-true—William D. Situra, Jr.

57 Upgrading and Maintaining your Personal Computer
These tips can make replacing or adding a hard- or floppy-disk drive a breeze—Marc Spiwak

61 Limited-Space Antennas for SWL's
Who says you need lots of space to set up a top-notch receiving antenna—Karl T. Thurber
PRODUCT REVIEWS

9 Gizmo
Goldstar 8mm/VHS dubbing VCR, First Sounds prenatal listening kit, Quasar laserdisc player, Mountain Network Software computer back-up systems, and much more

26 Hands-On-Report
A K Peters Mobile Robot Kit

COLUMNS

23 Multimedia Watch
Some great game controllers—Marc Spiwak

29 Think Tank
A few observations from our readers—John Yacono

68 Antique Radio
More on the Minerva restoration—Marc Ellis

74 Computer Bits
Find it with askSam—Jeff Holtzman

76 Circuit Circus
An assortment of circuits—Charles D. Rakes

81 DX Listening
A legend pulls the switch—Don Jensen

83 Ham Radio
NE-602 oscillator circuits—Joseph J. Carr

85 Scanner Scene
Frequencies to go—Marc Saxon

DEPARTMENTS

3 Editorial
4 Letters
6 New Products
79 Electronics Market Place
87 Electronics Library
91 Popular Electronics Market Center
134 Advertiser's Index
135 Free Information Card
A BALANCED VIEW

If you have spent any appreciable amount of time in a car, you've undoubtedly seen "smokey" at work. Part pop-culture icon, part big brother, smokey's job is to keep the highways safe.

The police serve an important role on our highways. While no one likes being stopped for speeding, I think we'd all be a lot more unhappy if they were not out there making the highways and interstates much safer for everyone. One of the most important tools the police have for that task is the radar speed gun. In this month's issue of Popular Electronics, we examine how radar guns work, and show you how to build a demonstration unit that works just like the real thing. That story begins on page 33.

Speaking about cars and highways, this month we also offer a sneak peak at what you could be driving in the next century. In "Automotive Electronics for the 21st Century" we look at one car-maker's vision of the future, and how its car, along with developments like the Intelligent Vehicle Highway System (IVHS), could completely change the way we drive. That story begins on page 43.

Also this month, we continue our occasional series on upgrading and maintaining personal computers with a look at how to replace or add a hard- or floppy-disk drive to your PC. In addition to providing you with all the information you need to successfully complete the job, we offer some common-sense advice to make the task go easier.

Of course there's also much more. A sun-tracking circuit for use with solar-power gear; a rundown on limited-space antennas for shortwave listeners; a versatile, multi-channel A/D converter; Gizmo, and its look at the latest in consumer electronics; and all of the regular columns and features that you've come to expect each and every month. It's all part of our mission to provide the most comprehensive and complete coverage of the electronics hobby.

Carl Laron
Editor
LETTERS

I find it odd that Mr. Holtzman's landmarks so slowly.
R.O.
Fresno, CA
Sharp eyes! Actually, the turbo switch was pressed, but during testing I had used keyboard commands (Ctrl-Alt- and Ctrl-Alt-) to switch speeds and compare. I must have inadvertently done the screen capture in slo-mo mode. The low video score is mysterious to me. I cannot reproduce it. The score on that system runs a little over 7000 ch/m--Jeff Holtzman

HAVES & NEEDS

As a young man, when I worked for the U.S. Postal Service as an electronics technician, I used to drool over the Heathkit catalog. Now that I am retired and can afford the time and money to build their kits, I find that they are no longer available.

I wonder if someone has the Heathkit Engine Analyzer Oscilloscope that worked on 12-volts DC. I would pay a fair price for a kit, whether or not it was completed. Any help in locating such a kit would be greatly appreciated.

DAVID L. HOLT
20 Garden Drive
Colorado Springs, CO 80904-4414

I am in need of the schematic and parts list for a Panasonic RF-4900 ten-band communications receiver. A repair manual would also be helpful. I will cover the costs of copying and mailing, if necessary.

I also need three oscilloscopes to be modified for a project I'm working on. They need not work (junkers are okay), but I also need the schematics. One scope should have a three-inch round tube. I am willing to pay a reasonable price for such scopes.

Finally, I am interested in starting up a club for folks who collect, restore, and repair vacuum-tube test equipment.

CRAIG KENDRICK SELLEN
Box 1038, 58-B. RR-1
Waymart, PA 18472

VACUUM-TUBE AMPLIFIER CONSIDERATIONS

I was pleased to see a phase-splitting transformer used in Larry List's article, "Build A Vacuum-Tube Amplifier" (Popular Electronics, January 1995). A high-quality transformer is a component that never has to be replaced, as do tubes, and is much more reliable than transistors. A higher-turns-ratio transformer could have been used, because tubes with negative grids have a practically infinite input impedance. But check out the frequency response specification before giving it consideration in the design stage. A high turns ratio, because of the winding capacitance, usually gives a lower frequency response. The transformer that Mr. List used is apparently equivalent to Stancor part number A53C, which has a frequency response of 100–10,000 Hz.

Mr. List states, "The push-pull arrangement of the tubes tends to cancel the even harmonics." But that is true only if the tubes have identical characteristics and equal cathode resistors. In this case, the cathode resistors might not be equal. They also impart a small amount of negative feedback. With cathode resistors there is no possible instability as with feedback loops. The trade-off is some wasted DC power in the resistors.

Even harmonics are not discordant because they are octaves of the fundamental—but only for harmonics that are powers of two, for example, the second, fourth, eighth, etc. The sixth, tenth, twelfth, etc. harmonics are discordant because they are multiples of odd numbers. Amateur amplifier builders might give consideration to the single-ended output stage as the sixth and higher harmonics might be a good trade-off for the second and fourth harmonics, which have the effect of giving audio a brighter sound.

People who pay high prices for matched output tubes should also consider that. I've seen prices around $100 for a matched pair.

Amateur amplifier builders and "tube-philes" should be aware of vertical JFET (V-JFET) transistors. Those transistors are constructed with the gate configured as parallel fingers somewhat like the grid of a vacuum tube. Because of that, the characteristics are much like those of the triode vacuum tube. One such V-JFET was the 2SK60, which was manufactured by Siliconix Inc. but is no longer available. The characteristics of the 2SK60 can be found on page 262 of the book, Designing with Field-Effect Transistors by Siliconix Inc. (McGraw-Hill).

C.W.
San Francisco, CA

ERRONEOUS SCREEN SHOT

I find Jeff Holtzman's Computer Bits columns to be both informative and entertaining. But, after reading the February 1995 issue of Popular Electronics, I found a few things that didn't seem right in the screen shot of Landmark Version 2.0.

In the article, Mr. Holtzman said that the upgraded system is tolerable. However, I think he would really be pleased with the performance once he pushed in the turbo switch. The Landmark speed test showed typical values for a 486 DX2-50 running in "un-turboed" mode. With the turbo switched on, you should get values around 165 MHz for the CPU and 400 MHz for the FPU.

The video speed also seemed very slow (and shouldn't be affected by the turbo setting). I have an older Genoa 1-megabyte AT Bus video card that landmarks at about 8000 ch/ms. I also tested a Genoa 8500 VESA Local Bus card (it costs about $100) that landmarks in excess of 11,000 ch/ms. ATF is supposed to make pretty good video cards, so I

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NEW PRODUCTS

Sharp's Zaurus ZR-5000 keyboard-enhanced personal digital assistant (K-PDA) is a handheld personal communications tool that offers speedy access to information, powerful integrated software, and months of battery life. Unlike PDA's that rely primarily on handwriting recognition for inputting information, Zaurus offers both the convenience of the pen for note-taking, drawing, and accessing information, and the productivity of a keyboard for text-intensive applications. The K-PDA has one megabyte of internal memory, 750K of which is available for user data and add-on software programs.

Aimed primarily at mobile professionals, Zaurus can send and receive e-mail, send faxes, access on-line services, exchange information with local and remote PCs, take notes on an electronic note pad, create maps and drawings, generate documents with an intelligent word processor, and manage their time and information anytime, anywhere. Adding to its communications capabilities, Sharp's optional Zaurus Mail system allows small work groups to exchange messages and data using a single Windows-based PC as an electronic post office. Employees of small companies, or individual departments within larger corporations, can keep in contact with each other and with the home office.

A PCMCIA Type II slot allows users to expand both the memory and the communications capabilities of the Zaurus. Users can add additional memory using up to 2-megabyte SRAM cards or 16-megabyte FLASH cards. The K-PDA also supports many PCMCIA Type II devices, including cellular-capable fax/modems and pager cards. To leave the PCMCIA slot open for other devices, Sharp's ultra-compact, low-power CE-FM4 9600/2400-bps fax/modem can be attached directly to the serial port of the Zaurus.

The Zaurus uses Sharp's proprietary 16-bit processor to provide both fast performance and low power consumption, with up to two months of battery life. The Synergy operating system is hidden from the user, freeing him or her from mundane system-management tasks. Synergy is "data-centric," with the ability to relate to different types of information. A graphical user interface provides elements that Windows and Macintosh users will find familiar, such as check boxes, radio buttons, scroll bars, and pop-up menus. In addition, pen-enabled features, such as text selection and drag-and-drop, provide fast and intuitive operation.

The Zaurus ZR-5000 has a suggested retail price of $749. The ZR-5000FX, which includes the CE-FM4 fax/modem, has a suggested retail price of $849. For more information, contact Sharp Electronics Corporation, Sharp Plaza, Mahwah, NJ 07430-2135; Tel. 1-800-BE-SHARP.

E-Tech complies with all the specifications of the recently adopted ITU V.34 standard. It is also V.23-compatible for European and other videotex users. A 16-bit CPU, along with an enhanced controller code, maximizes data throughput. The modem can operate at all conventional line speeds from 28.8 Kbps to 300 bps. The integrated fax operates at 14.4 Kbps and can communicate with Group 3 send and receive fax machines. Free fax software for DOS and Windows is included; Mac software is available as an option.

The Bullet's sleek, attractive design resembles a CD-ROM player. Its LCD panel displays line conditions and throughput speeds so that the connection can be easily checked. The LCD and Smartkeys make it easy for users to set and change their modem configurations. Other high-end features include lease-lined operation with auto-dial backup, caller ID, distinctive ring, built-in Flash-ROM for easy upgrades, local and remote configuration, and password and call-back security.

The Bullet 100E external fax/modem costs $499. For additional information, contact E-Tech Research Inc., 1800 Wyatt Drive, Suite 2, Santa Clara, CA 95054; Tel. 1-800-EBULLET; Fax: 408-988-8109.

CIRCLE 101 ON FREE INFORMATION CARD

POCKET DMM WITH BARGRAPH

B + K Precision's first pocket digital multimeter, Model 2700, measures AC and DC volts and resistance, and offers data hold, range hold, audible continuity test, diode test, a bar-graph display, and a 3200-count LCD.
readout. Data hold freezes the display to hold a reading, while range hold allows users to defeat autoranging and select one specific voltage or resistance range for all their measurements.

The Model 2700 is aimed at electronic technicians, electricians, home handymen, college students, and hobbyists. The pocket DMM measures up to 450 DC volts in five ranges with 1.3% accuracy (0.7% on the 3-volt range). It measures AC volts to 450 volts in four ranges, and resistance to 30 megohms in six ranges.

The Model 2700 pocket digital multimeter, complete with test leads that store conveniently in its carrying case, an instruction manual, and two 2.5-volt button cells, has a suggested retail price of $33. For additional information, contact B + K Precision, 6470 West Cortland Street, Chicago, IL 60635; Tel. 312-889-1448.

The antenna's built-in, ultra-low-noise amplification circuitry improves reception of TV programs broadcast from up to 125 miles away, as well as enhancing AM and FM broadcasts. Using the antenna results in VHF signal gains of up to 24 decibels, UHF signal gains of up to 29 decibels, and up to 12-dB FM-signal gains.

Bullseye also features circuitry to reduce RFI, which causes signal interruptions from sources such as CB radio transmissions. The antenna's omnidirectional reception pattern, achieved through the use of a sophisticated quad-yagi circuit, eliminates the need to aim the antenna toward station transmitters.

With its circuitry enclosed in a sealed copolymer housing that is resistant to ultraviolet rays and hostile weather, the Bullseye is suited for outdoor mounting on rooftops or chimneys. It can also be tucked out of the way indoors in attics, closets, lofts, or garages.

The Bullseye omnidirectional TV/FM antenna has a suggested retail price of $139.95. For further information, contact Recoton, 46-23 Crane Street, Long Island City, NY 11101; Tel. 718-268-3438 or 718-932-6442; Fax: 718-784-1080.

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The Carbon Monoxide Detector installs by simply plugging into an AC wall outlet. An optional DC adaptor allows it to be used in recreational vehicles, travel trailers, and boats. Detectors should be placed near appliances or equipment that use combustible fuel, including clothes dryers, stoves, fireplaces, and furnaces. The Federal Consumer Product Safety Commission recommends that multilevel homes should be equipped with a UL-listed detector on each level. The Carbon Monoxide Detector is available for $79.99 at Radio Shack stores nationwide. For more information, contact Radio Shack, 700 One Tandy Center, Fort Worth, TX 76102; Tel. 817-390-3300.

The WP3910 portable digital multimeter from windward Products measures capacitance from 2000 pF to 20 µF, so users don't need a separate capacitance tester. The 3½-digit, ¾-inch LCD readout, which has a maximum reading of 1999, is updated two to three times each second. The DMM reads the standard measurements: AC/DC voltage to 700 VAC/1000 VDC, AC/DC current to 20 A, and resistance to 200 megohms. Overload protection is provided for both voltage and current measurements. The portable meter also offers a transistor hFE tester, an audible continuity tester, and a diode tester. The DMM's auto power shut-off feature extends the life of its single 9V battery.

The WP3910 digital multimeter, including probes, operating instructions, and one-year warranty, costs $54.95. For further information, contact Windward Products, 2089B Walsh Avenue, Santa Clara, CA 95050; Tel. 408-987-7733; Fax: 408-987-7735.

The detector continuously monitors the air in your home to warn of dangerously high concentrations of carbon monoxide, sounding an 85-dB alarm when high levels are reached. Meeting UL-approved safety standards, the device automatically compensates for temperature changes for maximum sensitivity and reliability.

The Carbon Monoxide Detector installs by simply plugging into an AC wall outlet. An optional DC adaptor allows it to be used in recreational vehicles, travel trailers, and boats. Detectors should be placed near appliances or equipment that use combustible fuel, including clothes dryers, stoves, fireplaces, and furnaces. The Federal Consumer Product Safety Commission recommends that multilevel homes should be equipped with a UL-listed detector on each level. The Carbon Monoxide Detector is available for $79.99 at Radio Shack stores nationwide. For more information, contact Radio Shack, 700 One Tandy Center, Fort Worth, TX 76102; Tel. 817-390-3300.

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Breakthrough wireless security system causes industry uproar...

Advanced 360° passive infrared alarm system offers features not found even in systems costing five times as much.

by John Lindner

If the predictions are true, the days could be numbered for traditional alarm systems. In a development which shocked industry insiders, Guardtech unveiled a new wireless security system which challenges even the most sophisticated alarms.

The system, called the Snitch, uses portable infrared motion detectors in conjunction with a base console and key chain remote to offer features never before available—even in systems costing thousands of dollars.

Ultimate protection. The Snitch’s microchip technology gives it the ability to provide superior security without the installation nightmare of traditional alarms. The three components of the Snitch communicate with each other using radio waves, so there are no cumbersome wires to bother with. The whole system can be installed by you in just minutes. What’s more, the Snitch gives you the option of linking to a monitoring service—the same one used by systems costing up to $10,000—for ultimate security.

Total flexibility. The Snitch covers up to 1,400 square feet. You can add up to three additional motion detectors for up to 6,000 square feet of protection. Plus, only the Snitch lets you adjust the scope of the infrared detection. Using special blockers, you can adjust the area from 360° down to as low as 90°. The detector also has a built-in height adjustment.

Easy to use. The Snitch is one of the easiest systems to install and operate available. Simply plug it in and follow simple instructions—it sets up in minutes. Then you can arm or disarm by pushing a button on the key chain remote. No more dashing in and out before the alarm is activated—with the Snitch, you can turn it on or off from up to 100 feet, even through walls!

Complete security. The Snitch also gives you the option of activating a 24-hour, professional monitoring service that will dispatch help when the alarm is tripped. The service is just $12.95 a month with no long-term commitment.

Try it risk-free. The Snitch is backed by Comtrad’s exclusive risk-free home trial. Try it and if you’re not totally satisfied, return it within 30 days for a full “No Questions Asked” refund. It also comes with a one-year manufacturer’s limited warranty. Most orders are processed within 72 hours and shipped UPS.

Limited-time offer: FREE monitoring.

Through this limited-time introductory offer, the Snitch, which includes base console, infrared motion detector, key chain remote, batteries, Guardtech window stickers and video, is available directly to you for three payments of only $79. Plus, if you call this month, we will throw in a FREE month of 24-hour professional monitoring! Call now to take advantage of this special offer.

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Double Deck-er

VH8 8mm/VHS VCR DUBBING DECK

The 8mm format has become the most popular camcorder format in this country. In fact, more than 8-million Americans now own 8mm camcorders. The benefits are obvious—8mm camcorders are small, lightweight, and easy to carry along on vacations and to family gatherings. The one major drawback is that you can't play back an 8mm tape on your VHS VCR.

Viewing your 8mm video productions requires connecting a cable from the camcorder to your television. That is not ordinarily considered a difficult task for most people. However, we have heard of one severely technologically-challenged family who proudly showed off their family-reunion video at Christmas dinner—by passing the camcorder around the table from guest to guest, making each of them watch the entire tape through the camcorder's black-and-white viewfinder!

In general, though, connecting the camcorder to a television for playback, or to a VCR for dubbing and editing, is merely an inconvenience, especially if your television does not offer front-panel jacks.

Goldstar offers a way to sidestep that inconvenience. With its Model GVR-DD1 VHR™ dual-deck video cassette recorder. With separate tape wells for 8mm and VHS tapes, the VH8 allows you to simply pop in an 8mm tape and play it back on your TV. The 8mm portion plays either standard or Hi8 tapes, but Hi8 tapes are played back with normal 8mm resolution. Insert a blank VHS tape in the other well, and you're ready to make copies or do some post-production work.

The VH8 is a standard-size VCR with a flip-down door that hides virtually all of its front-panel features. The only exceptions are two icons labeled "8" and "VHS," which will light to indicate that either the 8mm or the VHS deck is currently in use.

With the door pulled open, the VH8's split personality is revealed. To the left of the unit is the 8mm tape well, with the basic controls (STOP/EJECT,REWIND, PLAY, FORWARD, PAUSE) arrayed in a row beneath it. The right side of the unit features the larger VHS tape well with the same array of controls, as well as the POWER button, audio/video in and microphone jacks, and the RECORD button. Between the two sets of control buttons is found the display.

The VH8's remote control is anything but standard size or shape. Roughly square, made for two-handed use, the remote control also features separate sets of basic controls for the 8mm and the VHS portions of the VCR. Those controls, found along the bottom of the remote, are always visible. The rest of the controls, including those for the unit's special editing features, are hidden under a flip-up door.

The VH8 offers a host of impressive dubbing and editing functions, as well as the requisite support features. The VHS portion offers four double-azimuth video heads, a flying erase head, and a (very basic) titler. You can do one-touch copying, assemble editing, or insert editing from the 8mm portion to the VHS portion of the VH8. A programmable assemble editor lets you simply enter the start and stop points for up to five scenes, and the VH8 will automatically assemble them. The front-panel microphone input allows you to easily record over or add to the original soundtrack.

The VHS Index Search System (VISS) makes it easy to find the beginning of each new recording on your tapes. The VH8 automatically places an index mark at the start of each recording, and manual VISS allows you to mark any place on the tape during recording, playback, or insert editing. To find the index marks, you press the VISS button before pressing either FAST FORWARD orREWIND. The tape will move quickly to the next signal marked, and then go into play mode for about five seconds before searching for the next VISS mark. Pressing PLAY stops the searching.

For simple copying from 8mm to VHS, the deck offers one-touch editing. Locate the starting points on each tape and press the A.EDIT/ONE TOUCH COPY button on the remote control to begin copying. Press the STOP/EJECT button on the VHS deck to finish. To copy more than one scene, press the A.EDIT/ONE TOUCH COPY button, or the 8mm STOP/EJECT button, to put the 8mm deck into still mode and the VHS deck into record-pause mode. When you've found the second scene on the 8mm tape, begin one-touch copying again.

Although audio and video dubbing requires both decks to be taken out of the pause mode at the same time—just as when using two discrete decks—that's easier to do with the VH8 than when dubbing from deck to deck (or camcorder to deck), because all the necessary controls are found on one remote control.

An on-screen menu facilitates assemble editing by directing the user to enter the start and stop times for up to five scenes. When the start of a desired scene is located...
The remote control is essential for using the VH8 for anything other than playing back tapes, because only the most basic controls are found on the front panel of the unit. We were tempted to replace it with a universal remote for the duration of our testing, but we know of no manufacturer that makes a replacement remote with the editing features offered on the original supplied with the unit.

Along with the editing controls, the timer-recording controls are located under the flip-up panel on the remote, as are the buttons used for setting the clock and calendar. On-screen menus make it easy to set the time and date, and to program timer recordings. The VCR offers eight-event/one-year timer recording.

Also found on the remote control are buttons for automatic channel programming and tracking. Automatic channel programming is a one-touch feature that scans and stores available TV and cable TV channels in memory; channels can also be added or deleted manually. Digital auto tracking automatically monitors and adjusts 8mm and VHS tracking to maintain the optimum playback picture. Besides SP, LP, and EP modes, VHS playback options include variable slow motion, still/freeze frame, frame advance, double-speed play, and several search functions.

As a playback VCR, with the exception of its lack of Hi-Fi sound, the VH8 offers average to good performance. Playback controls are conveniently located on both the front panel and the remote control, picture quality is good, and the on-screen menus make it easy to time-shift recordings.

Of course, you won't be buying the VH8 just to play back the tapes you rent at Blockbuster, or to tape this week's episode of "Seinfeld" while you go bowling. It's the ability to play back 8mm tapes recorded on a camcorder, and to copy and edit those tapes into VHS format for distribution to friends and relatives, that will attract buyers to the VH8.

And, in those capabilities, the VH8 stands alone in the field. Watching an 8mm tape is as easy as popping in and watching any VHS tape—and copying and editing aren't much harder. Editing performance is good, with clean, accurate scene marking. The addition of a built-in titler and mic-mixing capability provides some post-production finesse for the amateur videographer.

If you frequently use an 8mm camcorder, and have accumulated a library of rarely watched 8mm tapes, (thanks to the nuisance and inconvenience of hooking up a camcorder to your monitor), the VH8 was designed with you in mind. For that type of user it is a good investment. Check it out!

Video Killed the Radio Star

REEL-TALK RT-101 RADIO RECORDER.

When radio was first introduced, newspaper publishers became very nervous that it would supplant the public's need for newspapers. A similar fear struck radio broadcasters when TV was introduced. Of course, it turned out that the three media were able to co-exist quite well.

There is no question, though, that video is king. There is some indication that radio still wields some power—witness the attention paid to talk-show host Rush Limbaugh and shock-jock Howard Stern, not to mention the Congressional uproar over government funding of "liberal" National Public Radio broadcasts. However, there are more indications that a lot of people don't really take radio seriously, relegating it to background music while commuting, working, or relaxing.

Even consumer-electronics companies don't treat radio with much respect. For example, stereo receivers—even ones with high-quality amplifiers—often seem to treat the tuner as an afterthought. That's especially true of the AM section. Perhaps a better indication is that while video time-shifting capability is built into virtually every VCR, it is almost impossible to find a stereo receiver that permits the same. The clock has virtually disappeared from stereo equipment.

There is, however, at least one company that respects the value of radio programming and the needs of serious radio listeners: Reel Talk, Inc., which manufactures the Reel Talk RT-101—which the company calls "The Talk Show Recorder." The Reel-Talk operates like a VCR for the radio, and allows the time-shifting.

For many people, the thought of time-shifting radio programming seems a bit odd. Tune into most stations, and there's little difference between what they are doing at 1 AM and what they are doing at 1 PM. Serious radio listeners, however, know that it is possible—but not necessarily easy—to find some diversity on the radio dial. Some of the better, more interesting programs, however, are broadcast when it's not necessarily convenient to listen. For instance, "Selected Shorts," an NPR program of short-stories read by celebrities before a live audience, airs locally on Saturday afternoon—a time generally relegated to family activities or chores. It would be fine entertainment during the morning or evening commute, perhaps instead of listening to an audio book.
In the past, we've gotten along by recording radio programs on a VCR set up for timer recording. It's a cumbersome arrangement, because we must string the cables each time we want to record, and we must leave the radio on and tuned to the station we want to hear. Reel-Talk is a much more elegant solution.

Reel-Talk is a combination radio receiver and cassette recorder. What makes it special is its ability to record up to three hours of programming on one side of a standard 90-minute cassette tape. It doesn't do it by magic, but simply by slowing the tape speed dramatically.

The receiver is a rather odd-looking component; it has a reasonably small square footprint 6⅛ inches on a side, and it is 12 inches tall. The bottom half of the front panel houses the speaker. The top half contains a digital frequency and clock display and an assortment of 18 pushbuttons and slide switches. The top of the Reel-Talk contains the cassette well and the standard cassette-function pushbuttons.

A detachable AC power cord allows the receiver to be powered from the power lines. It can also, however, be powered by six "D" cells for portable operation. Three "AA" cells can be installed to back up the clock and tuner memory.

Although Reel-Talk has only five memory pushbuttons, up to ten AM and ten FM stations can be programmed into its memory. Not only can each memory button hold one AM and one FM station, but each also has a "shifted" position (accessed with a push of the shift key), so that each memory position can store up to four station frequencies.

Up and down tuning buttons allow Reel-Talk to be tuned. Alternatively, a touch of the memory-scan button causes the receiver to skip through the preset radio stations in each band in five-second steps.

Taping radio programs off the air is simply a matter of tuning to the desired program, and pressing the record and play buttons on the cassette recorder. Time-shifting recordings is also rather easy. First, of course, the clock must be set for the correct time. That's done by holding down the memory buttons and then pressing the tuning buttons to set the time. The down-tuning button advances the hours, and the up-tune button advances minutes.

Then the start and stop times must be entered. That's accomplished by pressing the mode button, which will cause the on time annunciator on the LCD to flash. That indicates that Reel-Talk is ready to accept an input that sets the record-start time. Press the mode button again, and the off time annunciator flashes. The time is entered in the same way.

Once the recording on and off times have been programmed, you must slide the Radio/Tape function switch to Radio, tune the station you want to hear, and set the volume at which the radio will come on (which doesn't affect the recording volume). Then the on/off button must be pressed so that the timer annunciator appears in the LCD. Next, the timer slide switch on the back of the unit must be set to the timer position. Finally, a tape must be inserted in the cassette well, and the record and play buttons must be pressed.

We found the unit to work flawlessly when recording programs—as long as we were careful about watching the AM and PM indicators on the LCD. Reel-Talk also makes a pretty good alarm clock.

The quality of the recordings leaves something to be desired. That's to be expected, however—it's a direct result of slowing the tape speed to less than half-an-inch per second. Still, it is definitely listenable, especially for talk radio. On playback, a bass-boost circuit can make it still more listenable.

Even though Reel-Talk isn't recommended for recording music, we used it for that rather often, although not the way you might expect. For the most part, we would have no desire to tape WXRK, a local classic-rock radio station. However, on Sunday nights, veteran disc-jockey Vin Scelsa hosts a show dramatically different from anything else the station broadcasts, often featuring live interviews and in-studio performances by relatively obscure, up-and-coming bands. When we couldn't be home on Sunday night, we let Reel-Talk record the show for us. We would play it
back and listen to it, even with its less-than-high-fidelity performance, so that we could be introduced to music that we otherwise wouldn’t get to hear. If we heard something we liked, we could go out and buy the CD, and get the high-fidelity performance that we like.

Similarly, we could tape “New Sounds with John Sheaffer” and “Spinning on Air,” two shows produced at WNYC, one of New York’s public radio stations. Or we could tape some of the jazz festivals programmed at Columbia University’s WKCR. We wouldn’t want to listen to the music tapes more than once. But for identifying interesting artists or recordings, they were invaluable.

On the talk-radio front, we could tape such programs as the “Personal Computing Show,” “Off the Hook,” or “Earth Watch,” three excellent talk shows produced at WBAI, a listener-sponsored station of the Pacifica Network. And we were finally able to catch some of the sci-fi stories, read by the authors, that are featured at 5 AM each Saturday on WBAI’s “Hour of the Wolf.”

Considering its diversity, New York’s radio is more homogeneous than that of most cities in the U.S. However, between the interesting talk radio and music programming that the stations we mentioned produce, we found plenty of things to time shift—things that we’d have to otherwise pass up.

There are a couple of features we’d like to see added to Reel-Talk. First, we’d like to be able to listen to the radio even when the timer is set. That would require that the cassette deck be electronically controlled. Now, when the timer is set, the radio and cassette-player power must remain off, because the RECORD and PLAY buttons must be pressed. The second feature on our wish list would be the ability to record from multiple stations at multiple times without resetting the timer.

We’d also like to see jacks for external antennas, especially for the FM band. The built-in ten-inch whip is just not adequate to deliver the performance that we expect. The AM antenna, a built-in loopstick, does provide reasonable performance.

Even though Reel-Talk doesn’t have all of the features that we’d like to see, we still think that it’s a great product for anyone who loves radio.

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**Backing Up**

**FILESafe FIRST BACKUP SOFTWARE, AND FILESafe SIDEcar II AND FILESAFE TD-700 TAPE BACKUP SYSTEMS.**

From: Mountain Network Solutions, Inc., 360 El Pueblo Road, Scotts Valley, CA 95066-4268. Tel. 408-438-6650.

Prices: FileSafe First, $79; SideCar II, $399; TD-700, $399.

The reliability of hard-drive disks has improved dramatically in the past decade at the same time as their prices have dropped and storage capacities have increased. That is not, however, a good reason to forego backing up a drive. Eventually, a disaster will occur.

If you use your PC strictly for entertainment, a hard-drive failure is little more than a big inconvenience. It means that you’ll have to pull out all of your installation disks and re-install all of your software. (On the plus side, that will allow you to get rid of all the junk that tends to accumulate on a big drive.)

But more and more people are using their PCs—even those bought for entertainment—for real-world applications such as banking from home or managing the household budget. Anyone who has invested the time and effort to record all the family’s financial transactions into a program like Quicken, expecting their bill-paying, tax-preparation, investment, and budgeting chores to be handled automatically, will not appreciate having to recreate all that data in the event of a crash.

Computer manufacturers are doing consumers a disservice by not including tape backup drives as standard equipment in new systems. In today’s cut-throat competitive computer marketplace, manufacturers strive to keep the price of their systems as low as possible. Because the addition of a backup drive would increase a system’s price, manufacturers simply leave it out. Unfortunately, that gives consumers the wrong impression about the importance of backing up the hard disk. The truth is, however, that if you rely on the integrity of information on your hard-disk drive, you’re making a big mistake if you’re not backing it up regularly.

Mountain Network Solutions, a leading supplier of network backup subsystems and database-management software, has two products that provide PC users with sensible backup options: the FileSafe Sidecar II and FileSafe TD-700 backup systems.
Filesafe First software makes backing up a hard-disk drive a breeze.

The FileSafe Sidecar II is the backup system to get for convenience and portability—it connects to a computer’s parallel printer port, and no additional interface card is required. Thus, the Sidecar II is ideal for backing up the hard drive on a laptop computer. We found it most useful, however, for transferring data and program setups from one computer to another—for example, when setting up a new computer or getting ready to take a laptop on the road.

Mountain's FileSafe TD-700 addresses a problem that has come about only relatively recently—high-capacity hard-disk drives. Although we've all benefited from the hard-disk price reductions that have occurred, large-capacity drives are harder to back up. The TD-700, however, can store up to 700 megabytes of data on QIC-3010 tapes.

It would be difficult to imagine a backup system that was easier to install than SideCar II. Just plug its wall-mount transformer in, and connect the supplied cable to the computer's parallel port. (A pass-through connector allows a printer to be connected to the SideCar II, so that both devices share a single parallel port.)

The only potential problem is that careless users could connect the cable incorrectly. The SideCar II has two port connectors on its rear panel: one male and one female DB-25 connector. The male connector is intended to attach to the computer's parallel port via a 25-pin cable with a male connector on one side and a female on the other. If a user were to bypass the instructions, he or she could conceivably hook up the device to the computer's serial port and damage the SideCar II. The connectors are labeled clearly enough, however, that it shouldn’t happen.

The Sidecar system is aimed primarily at laptop- and notebook-computer users, who don't normally have any expansion ports available on their machines. However, as portable computers are used for more mission-critical work, backing up their data becomes more important. The portable system also can be a real convenience for computer-support personnel when installing new computer systems or updating software.

SideCar II is compatible with Mountain’s “format-on-the-fly” software feature, which permits tapes to be formatted as they are used, so pre-formatting tapes is not necessary. The SideCar II can read and write tapes that conform to the QIC-80 format standard. It can also read QIC-40-formatted tapes. It can read and write DC2080 and DC2120 data cartridges.

The storage capacity on a 2120 cartridge is 305 megabytes with compression. The speed rating of the Sidecar II is up to 10-megabytes per minute—a speed that we never saw. According to Mountain, the lower speeds that we witnessed could be caused by the high capacitance of some parallel ports. On one of our test machines, the slow speed made the tape drive virtually unusable.

Although the SideCar II does a good job of meeting the needs of the laptop-computer user, it won’t be the first choice for a computer user with a full-size system and a large hard drive. For them, there’s the FileSafe TD-700 internal tape backup drive, which can store up to 700 megabytes of data on a DC2120 tape. The drive conforms to the QIC-3010 format.

The TD-700 is more difficult to install than the SideCar, but it's still relatively easy. It receives its data from the floppy-disk controller.

An empty drive bay is required to install the TD-700. Although the drive is supplied in a bracket that is designed to fit a half-height, full-width bay (such as a bay that would hold a 3½-inch disk drive), it can be removed from the bracket and installed in a 3½-inch bay.

The drive is supplied with a tape-drive adapter cable. One end of it plugs into the tape drive, and the other end plugs into the floppy-disk controller, to the connector to which the floppy-disk drives are attached. Then the floppy-disk drives connect to a socket on the adapter cable. Power to the drive is supplied via a standard disk-drive power cable. That's all there is to it—the drive is ready to back up to 700 megabytes of data.

Both the SideCar II and the TD-700 are supplied with FileSafe First and FileSafe First for Windows. Both are easy-to-use products that attempt to simplify the back-up process.

FileSafe First supports other tape drives as well, including the Colorado Jumbo 250 and Summit SE250. It runs on computers based on an 80386SX or higher and two megabytes of RAM. The Windows version requires Microsoft Windows 3.1.

FileSafe First's user menu offers four entries (Actions, Utilities, Setup, and Help) and six toolbar buttons (Backup, Restore, Search, Scheduler, Rescue, and Exit). Perhaps the most interesting of the functions is Rescue.

The Rescue utility provides one-step disaster recovery in the event of a hard-disk crash, or a stolen machine. The utility creates a rescue disk that tracks backups and can easily re-install data so that the drive matches its last state. The drive to be restored doesn’t even need to have DOS or Windows installed—the rescue disk will restore it all, including the DOS boot volume.

The software contains a “librarian” that stores the file backup information every time a backup is performed. The name of the tape is stored along with the backup information, so finding a specific file is easy. For example, using the Search function, you can enter the file name (DOS wildcard characters are permitted) and the software will prompt you for the correct tape. A format-on-the-fly feature allows unformatted tapes to be used for backup—they are formatted as the backup is being made.

Although FileSafe First is extremely easy to use, it left us feeling that we didn’t have as much control as we’d like. For example, the software has no facility to explicitly format a tape.

The greatest backup software in the world, however, is worthless if it isn’t used. And FileSafe First’s primary asset is that it is simple enough for people to actually use it.
Baby Talk


Ever since Adam and Eve begat Cain and Abel, or Lucy gave birth to our Neanderthal ancestors, human reproduction has been a decidedly non-technical affair. For centuries, women relied solely on each other—older friends and relatives, midwives, or medicine women—for advice about conception and contraception, prenatal care, and help during labor and delivery. Medical tools were limited to a pot for boiling water and a knife or scissor for cutting the cord.

It wasn’t until the 20th century that doctors in industrialized countries began to get involved in pregnancy and childbirth. Advances in surgical techniques, anesthetics, and instrumentation soon gave rise to a whole new way of delivering babies. The methods of “natural childbirth” that had been used for millions of years were discarded—practically overnight, when viewed in an historical perspective—in favor of modern medicine. The shift culminated in the 1950’s, when mothers were put under anesthesia, fathers were kept in waiting rooms, and their babies were delivered under the harsh glare of operating-room lights. The only active participant was the doctors and nurses.

Gradually, the pendulum has swung back the other way, and pregnant women now have available the best of both worlds—the safety and reassurance of high-tech medical equipment, anesthetics, medicines, and techniques (should they be necessary), and the option to choose to remain awake and aware throughout. Pregnancy and childbirth are now considered a family affair, with fathers—and, to some extent, older siblings—encouraged to participate for the nine months of pregnancy as well as during labor and delivery.

Recent medical advances also have added a new dimension to the nine months preceding birth, and make it easier for family members to feel as if they are part of the process. Fathers, and sometimes siblings and grandparents, are encouraged to be present for the mother’s sonograms, in which ultrasound is used to project a picture of the baby in the uterus onto a video monitor. And beginning in the early weeks of pregnancy, and at each subsequent prenatal examination, the doctor uses a Doppler fetal heart monitor to amplify the sound of the baby’s heartbeat so that anyone in the examining room can hear it.

That sound is both thrilling and comforting to the prospective parents and other family members. It’s proof that there’s really a baby in there (something that first-time parents, in particular, often have trouble coming to terms with early in the pregnancy), and that he or she sounds healthy.

Now those expectant parents don’t have to wait for monthly doctor’s visits to hear the sound of their unborn baby’s heart—or his or her kicks, punches, hiccups, and other movements. FirstSounds from Unisar is an external fetal monitor designed by a neonatal nurse specifically for at-home use. FirstSounds amplifies the sounds made by an unborn child, allowing the parents to listen in on the included headphones, or to record the sounds on a cassette tape.

Along with the monitor itself, the headphones, and a cable for recording the sounds on an audio cassette, the kit includes an instructional audio tape intended to help users “train their ears” to recognize the various sounds that the monitor will pick up. Perhaps some patient folks will actually listen to the tape before listening to their own baby, as the manual strongly suggests.

Patience, however, is not a virtue that’s normally associated with couples in their eighth month of pregnancy. We are probably not the only FirstSounds users who just stuck in a 9-volt battery (not included) and, after a cursory glance at the manual, began using the monitor immediately.

The monitor is a disc-shaped unit with a grip on top that resembles a computer mouse. At the top of the grip is a rotary power/volume control, a round button that activates the amplification, and a red LED to indicate that the power is turned on. On the underside of the monitor is a foam-covered “listening cone.” To use FirstSounds, volume should be turned to a low level and the listening cone pressed firmly against the mother’s bare abdomen before the activation button is pressed. The volume can then be adjusted to a comfortable level. (FirstSounds has a very-high level of amplification, so a high volume level can be very uncomfortable. It’s also a good idea to turn off any back-
500 miles from nowhere, it'll give you a cold drink or a warm burger...

NASA space flights inspired this portable fridge that outperforms conventional fridges, replaces the ice chest and alternates as a food warmer.

By Charles Anton

Recognize the ice cooler in this picture? Surprisingly enough, there isn't one. What you see instead is a Koolatron, an invention that replaces the traditional ice cooler, and its many limitations, with a technology even more sophisticated than your home fridge. And far better suited to travel.

What's more, the innocent looking box before you is not only a refrigerator, it's also a food warmer.

NASA inspired portable refrigerator. Because of space travel's tough demands, scientists had to find something more dependable and less bulky than traditional refrigeration coils and compressors. Their research led them to discover a miraculous solid state component called the thermo-electric module.

Aside from a small fan, this electronic fridge has no moving parts to wear out or break down. It's not affected by tilting, jarring or vibration (situations that cause home fridges to fail). The governing module, no bigger than a matchbook, actually delivers the cooling power of a 10 pound block of ice.

From satellites to station wagons. Thermo-electric temperature control has now been proven with more than 25 years of use in some of the most rigorous space and laboratory applications. And Koolatron is the first manufacturer to make this technology available to families, fishermen, boaters, campers and hunters— in fact anyone on the move.

Home refrigeration has come a long way since the days of the ice box and the block of ice. But when we travel, we go back to the sloppy ice cooler with its soggy and sometimes spoiled food. No more! Now for the price of a good cooler and one or two seasons of buying ice, (or about five family restaurant meals), all the advantages of home cooling are available for you electronically and conveniently.

Think about your last trip. You just got away nicely on your long-awaited vacation. You're cruising comfortably in your car along a busy interstate with only a few rest stops or restaurants. You guessed it... the kids want to stop for a snack. But your Koolatron is stocked with fruit, sandwiches, cold drinks, fried chicken... fresh and cold. Everybody helps themselves and you have saved valuable vacation time and another expensive restaurant bill.

Hot or cold. With the switch of a plug, the Koolatron becomes a food warmer for a casserole, burger or baby's bottle. It can go up to 125 degrees.

And because there are no temperamental compressors or gasses, the Koolatron works perfectly under all circumstances, even upside down. Empty, the large model weighs only 12 pounds and the smaller one weighs just seven. Full, the large model holds up to 40 12-oz. cans and the smaller one holds six.

Just load it up and plug it in. On motor trips, plug your Koolatron into your cigarette lighter; it will use less power than a tail light. If you decide to carry it to a picnic place or a fishing hole, the Koolatron will hold its cooling capacity for 24 hours. If you leave it plugged into your battery with the engine off, it consumes only three amps of power.

Limited time offer. Because Comtrad is bringing this offer to you directly, you save the cost of middlemen and retail mark-ups. For a limited time only, you can get this advanced, portable Koolatron refrigerator at the introductory price of $99. Call today to take advantage of this special promotional pricing. Most orders are processed within 77 hours.

Try it risk free. We guarantee your satisfaction with any product from Comtrad Industries. With the Koolatron you get our complete "No Questions Asked" 30 day money-back guarantee. Plus you get a full one year manufacturer's limited warranty. If you are not satisfied for any reason, just return the product for a complete refund.

Koolatron (P24A) holds 30 quarts $99 $16 S&H
Koolatron (P9) holds 7 quarts $79 $8 S&H
Optional AC Adapter (AC 10) $49 $6 S&H

Please mention promotional code 025-P-1117.

For fastest service call toll-free 24 hours a day
800-992-2966
pregnant—whether you’ll plains entend sounds resembled thunder. Moved to a different location (the manual suggests moving the monitor around in one-inch increments), the sounds resembled one of those tapes of whales in the ocean. It was quickly apparent why the instructional tape was included.

About 10 minutes long, the tape explains how to use FirstSounds and what factors influence what you hear. Although you’ll definitely hear something, wherever the monitor is placed—even if you’re not pregnant—whether you actually hear the baby’s heartbeat depends on the stage of the pregnancy, the baby’s weight and position, and the mother’s weight. Early in the pregnancy, you can expect to hear the baby moving and kicking. The heartbeat is only audible during the latter stages of pregnancy, and is clearest in the last few weeks as the baby grows larger and stronger. If the baby is lying with his spine toward the mother’s bellybutton—a common position toward the end of the pregnancy—the heartbeat is easier to hear, particularly if the monitor is placed a couple of inches below and several inches to the right of the mother’s navel. (Of course, up until the last few weeks when the baby simply runs out of room, he or she still moves around a lot, and his or her position can be hard to gauge.)

The tape demonstrates how to differentiate between sounds and provides sample recordings of various sounds. The placenta makes its own swishing noise, kicking can be rhythmic or random thumps, and the mother’s own digestive system makes rumbling noises. The baby’s hiccups are often mistaken for his or her heartbeat; even after listening to the tape a few times, the sounds are difficult to tell apart. The softest sound of all—and the hardest for the untrained ear to detect—is the baby’s heartbeat.

Further clouding the issue is the fact that the heartbeat heard using FirstSounds doesn’t sound anything like what is heard on the Doppler fetal heart detector that the doctor uses, or even like an adult heartbeat. The baby’s heartbeat is rhythmic and quite a bit faster than that of an adult—as fast as 190 beats per minute, although 140 is considered average. We thought the sample on the tape sounded a lot like a train clanking down the tracks.

After listening to the tape—and playing back the sample sounds section a few times—we felt confident enough to give FirstSounds another try. Although we were now able to identify the sound of kicking, it took several more sessions before we became reasonably skilled at interpreting all the sounds. And the first time we actually managed to find the heartbeat was right after a doctor’s visit, by placing the monitor in the same position that he’d placed his Doppler monitor.

Even when you don’t hear the heartbeat, it’s fun to listen to the baby’s movements. For expectant parents who already enjoy feeling and watching the baby’s movements, using FirstSounds adds a whole new dimension to the experience. And, we must admit, the first time we heard the baby’s heartbeat using the monitor, right in the privacy of our home, was truly a thrill.

The included recording cable allows users to make audio cassettes of the baby in the womb. Such a tape would make a nice addition to the usual baby mementos—bronzed shoes, locks of hair, and the like. It could also be sent to long-distance grandparents to make them feel more a part of the pregnancy. And truly ambitious parents might want to dub the sounds from the audio tape to the videotape of the sonogram that many obstetricians are now supplying. FirstSounds can also be used to record the mother’s heartbeat, which has been proven effective in calming a fussing newborn.

What FirstSounds cannot be used for—as emphasized in disclaimers found in the manual and on the packaging—is as a substitute for prenatal care from a medical professional. It isn’t meant to serve as a diagnostic tool, or for any other medical purposes.

Besides allowing us to feel closer to our unborn baby, using FirstSound taught us a couple of things that new parents should probably know about infants. First, you can’t count on an infant to cooperate with your wishes. Just when you tune in a heartbeat, he or she is likely to decide it’s playtime, and the sound of the resulting kicks will drown out everything else. In fact, the baby seemed to become more active every time we used FirstSounds, probably due to the pressure of the listening cone as we moved it around the abdomen. Second, once the baby’s born, he or she won’t require absolute quiet at nap time. We never understood how infants could sleep through loud music, fighting siblings, or even on a crowded subway train—until we learned firsthand what a noisy environment they’d spent their first nine months in!
Low-Cost Laserdisc Player

MODEL LD510 LASERDISC PLAYER. Manufactured by Quasar Company, 1707 North Randall Road, Elgin, IL 60123-7847; Tel. 708-468-5600; $499.95.

Have you taken the home-theater plunge? Do you spend a good portion of your leisure time watching movies? Have you begun to buy your favorite movies to avoid repeat rental costs? Does the quality of the video you watch measure up to your expectations?

If you answered "yes" to any of the first three questions, and "no" to the fourth, you're probably ready for a laserdisc player. Forget its 1980s image as a high-priced, unreliable white elephant with no software support—it's the '90s now, and laserdisc is making a big comeback. While still a drop in the bucket compared to VCR sales, according to the Consumer Electronics Group of the Electronic Industries Association, unit sales of laserdisc players were expected to total more than 300,000 in 1994. That's close to double the figure for 1990.

There are several factors behind the resurgence of the laserdisc format. Today's laserdisc players are more affordable than ever before. Any kinks associated with first-generation players and discs have long since been worked out. There are a lot more movies now available on laserdisc, primarily for sale through mail-order specialty firms, but increasingly at local video stores. And virtually all modern laserdisc players are actually combi-players—capable of playing CDs, laserdiscs, and other types of discs—giving them more bang for the buck.

Perhaps most importantly, the explosive growth of home theater has fueled the demand for high-quality video that your typical VHS VCR simply can't deliver. Standard VHS displays about 240 lines of horizontal resolution, compared to just over 400 lines for Super-VHS and Hi-band 8mm, and about 425 lines for laserdisc players. To get the optimum performance from either S-VHS or high-band 8mm, your TV must have S-video jacks (Y/C inputs). But even when connected via direct video or standard antenna jacks, they will deliver a slightly better picture than standard VHS. The full-frequency digital stereo audio provided by laserdisc is far superior to that from VHS VCRs, particularly when the home theater includes a surround-sound system.

When we finished setting up the home-theater system reviewed in the April issue, at about 6:00 on a cold, rainy winter evening, we immediately set out to rent some videodiscs to watch that night. The closest video store that also carries laserdiscs—although not a wide selection—is a 10- or 15-minute drive from here. That's not too far to travel for a movie rental, except when you consider that, within a half-mile radius of the house, there are three places that rent videotapes and a library with a decent selection of free tapes. And Blockbuster is only a mile away.

Unfortunately, since the last time we'd rented videodiscs, the shop that rents them had closed. The two other "local" stores carrying laserdiscs were each an hour's drive round trip. Considering the weather, we gave up and rented a couple of tapes at Blockbuster instead.

The lack of convenient disc availability is probably the worst problem plaguing the laserdisc format today. After all, we live in the suburban Northeast, an area much more likely to house videodisc stores than, say, the rural South or Midwest. Although supply will grow to meet rising demand, you now stand the best chance of finding a large selection of laserdisc rentals close to home if you live in a large city.

Laserdisc players and software are based on technology similar to that used in CD players and discs (although laserdiscs are generally recorded on both sides), and offer the same advantages and drawbacks. The player uses the light from a low-power, solid-state laser to read information encoded in pits embedded in the reflective surface of the disc. As on CDs, the information is encoded in tracks that are listed in a table of contents, allowing the user to quickly skip to any desired portion of the program. And the discs are incredibly durable; they won't wear out with repeated play, as will videotapes. On the downside, as with CDs, laserdiscs are for playback only; they are not a recordable medium. And laserdisc prices, for both hardware and software, are still higher than you'd expect to pay for VCRs and videotapes.

For instance, Quasar's Model LD510 combi-player carries a suggested list price of only $499.95—not significantly different from many Hi-Fi, four-head VHS VCRs. The LD510 plays all five types of disc formats: five-inch compact discs, three-inch CD singles, five-inch Compact Disc Video (CDV), and both eight- and twelve-inch laserdiscs, in either CAV (constant angular velocity) or CLV (constant linear velocity) formats.

A CAV, or standard-play, disc rotates at a constant speed of 1800 rpm, while the laser reads from the innermost band to the outer edge of the disc at a track per revolution. Because each track holds one video frame, it's possible to view a CAV disc frame-by-frame without loss of video quality.

A CLV, or long-play, disc gradually decreases its rotational speed from 1800 rpm near the center to 600 rpm near the outer edge to maintain a constant linear velocity. A twelve-inch CLV laserdisc stores a maximum of 60 minutes on each side (double the capacity of a CAV disc), allowing a full-length motion picture to be recorded on a single, two-sided disc.

The LD510 resembles a CD player both in appearance and in operation. Most of the front panel houses the disc tray, with the power button, headphone jack and level control, multifunction display, and an array of numeric buttons beneath it. To the right of the front panel can be found the STOP, PAUSE, and PLAY buttons, the OPEN/ CLOSE TRAY button, the SKIP (forward and reverse) buttons, and a large jog/shuttle dial. To watch a movie from beginning to end (or to play the tracks on a CD in the order recorded), you would simply load a disc, close the tray, and hit PLAY.

Also like a CD player, the LD510 offers several play options. You can access particular tracks, program tracks in any order desired, select random-access playback, or opt for repeat playback in either random or programmed modes. When playing a laserdisc or a CD, you can select a track by number, using the numeric keypad on the front panel or the remote control, or you can use the skip buttons to move forward or backward through the tracks.

When playing laserdiscs only, the LD510 offers "last-memory function." If
you stop a disc during play, the stop position is memorized, and when playback is resumed the player automatically returns to that position. And with CAV-format laserdiscs only, it's possible to view single frames of video, either in still mode or in frame-by-frame increments, using the still/step button on the remote control.

A number of search functions are provided. The front-panel shuttle dial can be rotated clockwise or counterclockwise to scan forward or reverse at a higher speed than normal. The scan buttons on the remote have the same purpose. When playing CAV laserdiscs, you can search by frame number, and CLV discs can be searched using the time number (for instance, you can start 15 minutes from the start of the disc). If you're not sure where you left off, you can use intro scan to play the first 10 seconds or so of each chapter on the disc.

The front-panel display keeps you informed of the playback mode selected, the chapter or track number, the program number, the frame number (for CAV LDs) or time number (for CLV LDs), the audio channel selected, and editing information. In addition, a message portion of the display lets you know if the disc tray is open or being closed, when playback starts, and when the power is turned off. The display itself can be turned off and on by pressing the front-panel or remote-control FL DISP button.

When the television is turned on, and a disc with a table of contents is inserted into the LD510, on-screen displays are also provided. Two on-screen display modes (display and time) provide information about the total number of tracks, total playing time, and elapsed and remaining time on the disc or the current track.

All of the above-mentioned features are fairly standard on today's laserdisc/combi players. The LD510 is missing one feature that is common to most higher-priced laserdisc players: double-sided play. Instead of automatically playing the second side on a laser disc, the user must get up and manually turn the disc over. Although that provides a good excuse to also microwave a bag of popcorn, get something to drink, or take a rest stop, we would prefer not to have to get up in the middle of a film to flip the disc.

Many people would consider that inconvenience a worthwhile tradeoff for the LCS10's small price tag. After all, they are getting the high-quality audio and video associated with videodiscs at a price not much higher than that charged for many of mid-line VCRs.

As we mentioned earlier, we settled for rented videocassettes the first night we had our home theater set up, and "settled" is the operative word. A large-screen monitor (and we were using a projector with a 100-inch screen) magnifies any defects in the video source, and the previously viewed tapes had plenty of distracting problems, even when played on a decent, four-head, hi-fi VHS VCR.

Laserdisc-quality audio and video, particularly when coupled with a large-screen TV and surround-sound decoder and speakers, translates into a superb home-theater experience. The next day, we took the long trek to the laserdisc rental shop and borrowed a couple of action films. Although we'd already seen Jurassic Park in a THX-equipped theater, the home-viewing experience was still quite impressive—and frightening. The Fugitive was another good choice, with both outdoor action (like Harrison Ford's leap over a raging waterfall) and indoor investigative scenes achieving a sense of realism that can't be reproduced on videotape.

Having to manually flip the disc seemed a small price to pay for the home-theater experience generated by the less-than-$500 LD510 laserdisc player.

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**Utility Usefulness**

**XTREEGOLD 4.0 FOR WINDOWS.** Central Point Software, Symantec Corp., 175 W. Broadway, Eugene, OR 97401. Price: $99.95.

Every software reviewer cringes at the thought of reviewing a software utility program. What could be more boring? However, when the latest version of XTreeGold for Windows from Central Point Software crossed our desk, we were more than happy to put it through its paces.

XTreeGold has been our favorite DOS utility package for more years than we care to remember. Although the program took a little time to learn, it provided so many benefits that it was well worth the trouble. Of course, back when XTreeGold was introduced, DOS needed all of the utility help it could get. XTree allowed you to tag files so that a group of files could be copied, moved, or deleted in a single step. It allowed you to rename directories, sort files by size, date, or name. It allowed you to view the contents of files either as text or as dumps of hexadecimal characters, and to do other things now considered commonplace.

Today, of course, Windows is king, and utility programs have to do things better than the Windows File Manager. XTreeGold for Windows does it better—better even than previous versions of XTreeGold for Windows because version 4.0 is completely keystroke-compatible with the venerable DOS product.

Unfortunately, there is no way that a short review such as this can highlight all of the features in a product such as XTreeGold. We'll instead try to give an overview of the product and mention our favorite features that make XTreeGold stand out from the rest.
New device turns your car stereo into a CD player... with no installation!

Breakthrough adapter plugs in, instantly transmitting sound from your portable CD player to your car stereo.

by Walker B. Hindelang

Do you ever wish your car had some of the amenities of those expensive luxury cars? Be honest. While some of them are unnecessary (like miniature wipers on your headlights), there are others that we would all appreciate. If I could choose just one luxury-car option, it would have to be an in-dash CD player. But did you know there is an easier, less expensive way to get CD sound in your car? It's called Sound Feeder.

How does it work? Sound Feeder is a unique car CD adapter that allows you to play audio from a portable CD or cassette player through your car's existing stereo speaker system. Sound Feeder contains a miniature FM modulator that broadcasts the audio signal from your CD player to a blank channel on your FM radio.

Take it anywhere. With Sound Feeder, you can use your existing portable CD player in your car. This eliminates the need for the purchase and installation of an expensive in-dash system. Plus, because it is portable, you can unplug it and take it with you when you leave your car; this reduces the risk of theft.

Sound Feeder also has an adapter that will supply most portable CD players with power. Because they needn't rely on batteries to operate, they will run longer and be more cost-efficient. Your car doesn't have to have a cassette deck—any AM/FM radio will do.

The first of its kind. The company that makes Sound Feeder, Arkon Resources, has a 10-year history of electronic innovation. They pioneered the consumer market for cordless headphones for use with TVDs. Other innovations include camcorder battery chargers, compact video lights for camcorders, universal AC/DC chargers and battery dischargers. It's no surprise, then, that they have produced the first transmitter-type car CD adapter that provides stereo sound and voltage conversion technology. In addition, Sound Feeder meets FCC regulations.

Just plug it in. Playing a portable CD player in your car is simple. Just plug Sound Feeder into your cigarette lighter, connect the audio input wire to your portable CD or cassette player, and set it to the desired FM station. You can enjoy the amplified stereo sound of your portable CD player without the dangerous or illegal use of headphones.

Sound Feeder is guaranteed to work with any car stereo—old or new, cassette deck or no. Simply put, if your car has an AM/FM radio, with Sound Feeder and your own portable CD player it can have CD sound!

Factory-direct savings. Because we're bringing this offer direct from the manufacturer, you save the cost of middlemen and retail mark-ups. For a limited time, you can buy Sound Feeder for just $39. How else can you get CD sound in your car for so little? In addition, if you act now, buying Sound Feeder qualifies you for a $10 discount on the soft-side carrying case!

Try it risk-free. Sound Feeder is backed by Comtrad's exclusive risk-free home trial. Try it, and if you're not completely satisfied, return it within 30 days for a full "No Questions Asked" refund.

The Sound Feeder advantage:

- No installation. Forget about the hassle of installing an in-dash system—Sound Feeder simply plugs in!
- Theft-proof. Because you can easily disconnect your CD player and take it with you, there's nothing in your car to tempt a would-be thief.
- Universal. Sound Feeder will work with any AM/FM car stereo... even if you don't have a cassette deck!
- Convenience. Leave Sound Feeder plugged into your car and take your portable CD player with you.
- Value. You can pay up to $400 to purchase and install an in-dash CD player in your car. With Sound Feeder, you spend $39 and use your own portable CD player.

Sound Feeder and its carrying case both fit discreetly into your car interior.

How does it work? Sound Feeder contains a miniature FM modulator that broadcasts the signal from your CD player to a blank channel on your car stereo. It can also provide power to many models, preserving battery life.

Connect Sound Feeder's audio input cord to the head-phone or line-out jack of your portable CD player. Set the FM Band selector switch on the Sound Feeder for the portion of the FM radio band you wish to access. Once set to the desired station, it's ready to play!

Sound Feeder carries a one-year manufacturer's limited warranty. Most orders are processed within 72 hours and shipped via UPS.

Sound Feeder $39 S&H Carrying case $15 S&H
Case when you buy Sound Feeder $8 S&H

If you are interested in this product but do not own a portable CD player, ask your Comtrad representative about our special offer on a portable non-skip CD player!

Please mention promotional code 771-PL-1116.

For fastest service, call toll-free 24 hours a day

800-992-2966

To order by mail, send check or money order for the total amount including S&H (VA residents include 4.5% sales tax). Or charge it to your credit card, enclosing your account number and expiration date.

Comtrad Industries
2820 Waterford Lake Drive, Suite 106
Midlothian, Virginia 23113
XTreeGold is, above all, a fully customizable file manager. When launched, it provides a window that is split into two main sections. On the left is a directory tree, and on the right, the list of files in the highlighted directory. The tree list can be expanded from one to five levels, or fully expended. The file list can display the file names, sizes, dates, types, extensions, or attributes.

Those file properties can be displayed in any order you want. For example, if you want the first column to be the file size, then just click on the Size heading, and drop it up front where you want it. Sorting files on a heading is even easier—just click on the heading. So if you want to sort files by the date they were created, just click on the Date/Time heading and it's done.

XTreeGold makes custom sorting very easy by allowing you to save custom sorting options. Let's say, for example, that you normally like to clean out your hard drive once in a while by deleting data files that are more than a month old. With XTreeGold, you could easily save a custom file-display configuration "Clean-up" that displays files in reverse date order, while hiding program files (EXE, COM, etc.), Windows group files, and other non-data files that you normally wouldn't want to delete.

The feature that a good file manager is used for most, of course, is simply examining the contents of files. XTreeGold lets you do that with ease, and it supports more file types than any other viewer that we've ever used.

One of the real benefits of XTreeGold is that it allows you to view, copy, and print files without accessing—or even knowing about—the program that created the file. Let's say, for example, that you download a TIF image from a bulletin board system that shows the latest launch from Cape Canaveral. You don't need to know how the file was created, or whether it was touched up in a photo-paint program, or even that it's an image at all. Just press V for View (or click on the appropriate viewer icon) and the file is displayed just as it would be if you had imported it into a graphics program. If you like the way it looks, just click on the printer icon, and it will be sent the printer—no special image editing or conversion program is needed.

The viewing feature works not only with images, but also with a host of word-processing, spreadsheet, and database formats as well. A partial sampling of the fourteen supported raster image formats include .GIF (CompuServe) , .EPS (encapsulated PostScript with TIFF header), .JPG (JPEG or Joint Photographic Experts Group compressed), and .BMP (Windows bitmap). Ten Vector formats are supported, including .DWG (AutoCAD drawing), .CDR (Corel Draw), .EPS (encapsulated PostScript with metafile header), and .WPG (WordPerfect).

Text can also be displayed—formatted the way it was in the original document. Supported word-processor formats include Lotus AmiPro, Multimate 3.3 and 4, Rich Text Format, Microsoft Word for DOS and Windows, WordPerfect for DOS and Windows, WordStar, and XyWrite.

Spreadsheet formats can also be displayed in popular flavors including Excel and Excel Chart, Lotus 1-2-3, Lotus Symphony, and Quattro Pro. The databases Clipper, dBase, FoxBase, and Paradox, as well as most dBase clones, are supported as well.

As if that isn't enough, XTreeGold also displays valuable information about files even if it can't display the file itself in a meaningful way. For example, the program will display statistics for a Microsoft Video for Windows file, including its run length, its resolution in pixels, its frame rate, its audio-sampling rate, the number of bits per sample, and more. Similar statistics are displayed for Autodesk animation, MIDI files, waveform audio files.

Click to view an executable (.EXE) file, and you're provided with a list of statistics. The same is true for dynamic link libraries ( .DLL), and Windows font files ( .FOT, .FON, .TTF, and .FOR), where a sample of the font is also shown. The contents of file archives—including those in the .ARC, .LZH, .PAK, .ZIP, and .ZOO formats—can be displayed. Plus, XTreeGold supports ARC, PAC, and PKZIP compression to become an all-in-one file-management utility.

A SmartFind command automates file searches—especially handy for users on large networks who misplace files on occasion. You can narrow down a search by telling XTreeGold the file type, date, size, or drives where it might be located. You can even search for files containing a specific text string.

As a sort of added bonus, XTreeGold includes File Companions that make other software more convenient to use. File Companions are dialog-box add-ons that let you perform additional operations in Open and Save-As dialog boxes for any application. Let's say that you create a new document in Microsoft Word, and want to save it in a new directory. That option—normally not available in Word—becomes available via a small icon when "Save As" is selected from Word's File menu.

We've just touched on our favorite, most used features of XTreeGold—but there's more! For example, you can easily restore files and directories that you have accidentally deleted, and you can synchronize two directories so that their contents match—useful for keeping a laptop and desktop in sync and up-to-date.
two distinct layers, the first of which would be both reflective and transparent. The data on the second layer would be accessed by focusing the reading laser at a different depth.

The double-sided discs proposed by Toshiba/Time Warner are manufactured by bonding two 0.6-mm platters together in a process similar to the way that laserdiscs are made. The discs can store 4.8 gigabytes on each side, more than the 4.5 gigabytes that Toshiba sees as the "minimum required to realize quality pictures and sound." The discs could also hold a Dolby AC-3 digital sound track, three language channels, and four subtitle channels.

So far, the Toshiba/Time Warner camp seems to be winning the format war. Those in the movie business expressing support include MCA, MGM/UA, Turner Home Entertainment, and Warner Brothers. Hardware manufacturers supporting the format include Matsushita, Thomson Consumer Electronics, Pioneer, Hitachi, and JVC.

Both camps admit that a format war similar to the one waged between the VHS and Betamax videocassette formats would be devastating to the launch of a new digital video disc. Right now, even though it appears that the Toshiba-Time Warner system has the upper hand, it's too early to predict a certain winner. Even so, Toshiba promises to have players for the new discs on the market in early 1996 for about $500—a significantly low price for a brand-new format. Warner promises to sell discs at the same price as current videocassettes.

**Voice-mail Protection**

One of the latest fads among technophreaksters is invading business voice-mail systems. However, according to the Voice Messaging Educational Committee (VMEC), most such pranksters can be deterred through common-sense system management and subscriber education.

Most unauthorized entry to voice mail systems occurs when pranksters simply guess passwords for individual mailboxes. Therefore, passwords should be longer—six digits or more for voice mailbox access, and from 10 to 20 digits for system-level access.

The committee also suggests being diligent about system administration and to check for signs of abuse. Another technique is to control the number of mailbox-es that are available for abuse—don't set up mailboxes before they are needed, and close mailboxes when they're no longer in use.

**Whole lotta CD-ROMs**

The worldwide installed base of CD-ROM readers reached 27-million units in 1994, up 137% from 1993, according to InfoTech, an international CD-ROM and multimedia market-research firm. The U.S. accounted for the largest overall increase, followed by Britain, Germany, and Japan. Much of the increase was driven by the widespread bundling of CD-ROM drives with new desktop PC systems.

For the first time, in fact, more CD-ROM readers were sold in desktop systems than as multimedia upgrade kits—by a margin of more than 2 to 1.

Worldwide revenue from CD-ROM-based software was up 65% in 1994, which is less than half the increase in worldwide units. For the first time, the worldwide, average retail price of consumer titles dropped to just over $50.

**Silicon Audio**

If you've given up on tape, and you have your eyes open for the next audio technology, you're not alone. NEC Corporation has announced the development of Silicon Audio, a portable music player that reproduces what the company calls CD-quality sound from data stored on a semiconductor memory card.

The advantage of Silicon Audio is that it is a solid-state device with no moving parts. Thus, problems such as skipping caused by vibrations are a thing of the past. Plus, the device and the memory cards are lighter and more compact than conventional or digital audio cassettes.

The prototypes compress audio by a factor of eight, so that a 32-megabyte memory card can hold 24 minutes of audio.
**ELECTRONICS WISH LIST**

**TV for your Head**
How do you wear an 80-inch video screen on our head? With the i-glasses from Virtual i-O (1000 Lenora Street, Suite 600, Seattle, WA 98121). The i-glasses contain two full-color 0.7-inch LCD screens with a resolution of 138,000 pixels per LCD (46,000 each for red, green, and blue). Stereo headphones are integrated into the head unit. Yet, the total weight of the headset is only eight ounces. The displays are fixed focused to appear as an 80-inch display floating eleven feet from the user. The i-glasses can accept a standard NTSC video input and line-level audio inputs. Price: N/A

**CD Player for your Eyes**
Anyone who was worried that the Video CD standard would mean having to get up in the middle of a movie to change discs can rest easy. Technics (One Panasonic Way, Secaucus, NJ 07094) has introduced its SL-VM500 Video CD changer. The unit is a five-disc carousel changer that is compatible with video CD's, music CDs, graphics CD (CD+G), and three-inch CD singles, as well. The Video CD format can store up to 74 minutes of digital audio and VHS-quality video on a disc the size of a standard CD. The changer is compatible with Version 2 of the MPEG-1 standard, so it can search discs by track number and chapter number, and it can provide title, artist, and chapter names on-screen. Price: N/A

**Jewel of a Jewel-Box Replacement**
Because of its convenience and the protection it offers, we've always considered the compact-disc jewel box one of the best product-packaging systems available. However, it's not always the most practical way to carry a large number of discs. That's where the PDM-24 ProFile CD Traveler from Case Logic Inc. (6303 Dry Creek Parkway, Longmont, CO 80503) comes in. The mobile carrying case holds a portable CD player and 24 discs and liner notes in the company's ProSleeve CD holders. Those holders can be transferred to other Case Logic ProFile storage systems. Price: $36.95

**Over the Air, On Top of the Set**
Despite all of the hoopla surrounding new satellite-TV reception technology, traditional over-the-air-reception of terrestrial broadcasts is still one of the most popular ways to watch TV. Terk Technologies (65 East Bethpage Road, Plainview, NY 11803) claims to have made a major step in the evolution of indoor TV-antenna technology with its TVIS. Thanks to the application of what the company calls "advanced frequency matching technology," the new antenna is said to offer exceptional performance on all TV broadcast frequencies from Channel 2 to 83. The antenna contains tuned circuits to vary the effective length of the antenna elements, thus simulating the benefits of a multi-element array. A five-position switch on the antenna's base allows it to be pre-tuned to the frequency of interest. Plus, a two-position source selector makes it easy to switch between off-air reception and other video sources. Price: $39.95

**Oh My Aching Back**
Everyone needs a good massage once in a while, especially after a strenuous workout. The handheld G5 Pro Power Massager from General Physiotherapy (13222 Lakefront Drive, Earth City, MO 63045) promises to stimulate circulation within muscles, flushing out such byproducts as lactic acid that cause pain. The Pro Power Massager is said to meet the standards of hospitals, clinics, and sports-medicine professionals. Five applicators are supplied for the massage of specific muscles, and the massager is equipped with a variable speed control. Price: $299
A mouse and joystick are the most popular controllers for general work and play. But sometimes a more specialized controller is better suited for a particular task. This month I've got two new, more-specialized controllers from CH Products.

The Trackball Pro can make certain arcade-type games easier to play and more authentic. Remember "Missile Command?" That game has always been the most fun to play with a trackball. The Trackball Pro is as sturdy as controllers come, and it's styled so that it looks natural placed next to a keyboard.

Trackball Pro features a heavy, full-size, 2.25-inch phenolic ball supported on stainless-steel shafts and five-point ball bearings for a silky smooth feel. After a quick snap of the fingers, the ball will spin freely by itself for several revolutions. That allows you to quickly move a cursor from one part of the screen to another using the inertia of the ball. It's like the old flywheel tuning dials on radio receivers.

The trackball comes in three different models so there's one that will work with nearly every kind of computer. Four buttons are situated on top of the trackball. Switches on the bottom of the unit allow it to emulate different kinds of mice. When emulating a Microsoft Mouse, the two larger buttons provide the primary and secondary mouse button functions, while two smaller buttons provide a click-lock function. That lets you click and lock onto an object, and drag it somewhere without holding down the button. A second click unlocks the object. That makes the trackball easy to use for work as well as fun.

While the trackball Pro is probably best suited for games, it also makes a fine substitute for a desktop mouse. It can work in a smaller area than a mouse, and doesn't need a pad. Suggested retail prices for the Trackball Pro start at $119.95.

Second from CH Products is the Pro Pedals rudder control system. That sturdy device lets you control flight and driving games with your feet. The unit has a pedal with a heel cup for each foot. Each pedal can be slid forward and back like an aircraft rudder control system, and each pedal also pivots like an automobile gas pedal for use as accelerator and brake controls in driving games and for toe brakes with compatible flight-simulation software. A switch selects between plane and car modes.

A seven-foot cable attaches Pro Pedals to your PC's game port. The cable also has built-in joystick connectors so you can leave both Pro Pedals and your favorite joystick connected to your PC permanently. Something that is to be controlled by your feet has to be strong, and Pro Pedals is. The device seems rugged enough to provide a lifetime of foot-pedal action. With a list price of $139.95, Pro Pedals will probably be bought by avid simulator pilots, but at least it's nice to know that this kind of stuff is out there for people who want it.

NEW STUFF
I'm seeing a lot of new CD-ROM's that are packed with more than one game. Not the shareware-loaded ones, but ones with a smaller collection of games from one company. Two such discs from Activision, Power-Hits Movies and Power-Hits BattleTech, are good examples.

Movies contains four games, The Rocketeer, Hair of the Dog, Death Hunt, and Ghostbusters II. The Rocketeer comes straight from the movie, where you strap on your rocket pack...

Epic MegaGames has some similar compilations out on CD-ROM. Epic Pinball CD contains all 12 Epic pinball tables on one disc, and a bonus African Safari table available only on the disc. You can play all of the pinball tables up less than 100K of hard disk space. Pinball is one game that takes really well to a PC, especially if the computer is nice and fast.

Anyone who hasn't played a modern PC pinball game doesn't know what they're missing. The action is as fast as a real pinball table. Epic Pinball CD costs $64. Jazz Jackrabbit CD features three new episodes and over 90 levels of you playing the little rabbit with a big gun aiming to save the rabbit princess, Eva Earlong. Jackrabbit will run you $49.

Amtex is also getting into the pinball action with two new pinball CD-ROM's. Eight Ball Deluxe puts a spin on the game of pool with one of the original Bally pinball tables adapted to the PC. Royal Flush, the 1976 Gottlieb classic, is PC pinball poker at its best. Those discs sell for $49.95. Another fun game from Amtex is Gone Fishin, the complete PC freshwater-fishing expedition. You plan a fishing trip from scratch, including the type of bait, the best spot to fish, the type of cast and reel, and so on. You base your decisions on variables such as weather and fish behavior. There's lots of different kinds of fish to catch, and plenty of unmapped hot spots.

Two new titles from Turner Home Entertainment are The Pagemaster and NFL's Greatest Plays. The Pagemaster is a multimedia game based on the movie of the same title that starred Macaulay Culkin. NFL's Greatest Plays includes 75 of the most remarkable plays in the history of the NFL. Scenes can be played a different speeds and viewed from different angles. The disc honors the NFL's 75th anniversary season.

Everybody's getting into multimedia, including Nickelodeon, with two new discs geared toward—who else?—the younger generation, ages 8 and up. Viacom New Media, in collaboration with Nickelodeon, has introduced Director's Lab and Are You Afraid of the Dark?: The Tale of Orpheo's Curse. Director's Lab lets kids produce their own multimedia videos by drawing, composing music, creating animations, recording their own voice, and weaving the pieces together into a video. Creative elements from an included archive can also be used. Are You Afraid of the Dark?: The Tale of Orpheo's Curse lets kids unlock a ghost story through a series of multimedia puzzles.

New from Microsoft this
It started in America!
The creators are the masters in manufacturing the finest video products...

You probably don't associate VCR's with American technology. Fact is, video recording has its origins in America and it was 3M that brought video recording out of the lab and into your living room. Today, 3M video tape is the choice of all the major networks. No other tape company has ever won an Oscar or an Emmy. 3M Black Watch tape follows in this tradition—service and quality go hand in hand. Here are three Black Watch products you should be using at home!

Clean up! With constant playing and using of degrading dry or wet cleaners, the output of your video tapes has slowly diminished to an unacceptable level and the VCR plays as if it has a head cold! The culprit is most likely clogged and dirty video and/or audio heads. The 3M Black Watch™ Head Cleaner Videocassette uses a patented magnetic tape-based cleaning formation to remove head clogging debris. No foreign substances such as cloth, plastics or messy liquids and no harsh abrasive materials are present. The cleaner's usable life is 400 cleanings or more!

It's easy to use. Place the 3M Black Watch™ Head Cleaner Videocassette in the VCR and press the Play button. A pre-recorded message will appear clearly on your screen and an audible tone is heard, telling you that the cleaning process is now completed. No guess work: you never over clean! Priced at $19.95.

For the VCR! Once your VCR's record and playback heads are cured, and the unit plays like new, consider using the finest videocassette you can buy—the 3M Black Watch™ T120 Hi Pro VHS 4410 Videocassette. The 4410 is the highest performing videocassette available today for use with all standard format VHS recording hardware!

Here's what you hear and see....A sharp, clear picture—brightest ever colors—freedom from streaks, flashes and snow—outstanding high-fidelity audio reproduction—optimum camcorder performance—maintains recording integrity. 3M Black Watch™ video tape is 100% laser inspected to guarantee surface smoothness and drop-out free performance. Priced at $8.00.

You saw it here first! 3M Black Watch™ 0900 8mm video tape cassette loaded into your Hi Band camcorder delivers the finest picture and sound possible in the 8mm format. Extremely fine particles of pure iron alloyed with nickel and cobalt deliver a video performance exceeding 400 lines of horizontal resolution. You get the advantage of an exceptional video image with superior audio re-

production. This means your Hi 8 format camcorder will produce the best video and audio definition possible. With the 3M Black Watch™ 8mm cassette, the recording capability and performance of your camcorder will be significantly enhanced. Priced at $14.95.

Cleggk Inc. — 3M VHS Special Offer
P.O. Box 4099,
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A K PETERS MOBILE ROBOT KIT

Learn all about robotics while building the Rug Warrior.

Who can think of Star Wars without remembering the beeps and whistles of R2-D2 or the prim and proper behavior of C-3PO? The antics of those and other fictional robots through the years have established in the minds of many exactly what a robot should be. However, when the seemingly lifeless and stationary robotic "arms" of industry are compared to the "droids" of fiction, the "real-life" robots seem boring and lifeless. The Mobile Robot Kit from A K Peters will change all of that.

Available for $289.95, the kit contains all the processing, memory, and sensor circuitry needed to build the Rug Warrior—an educational and entertaining robot that was featured in the book Mobile Robots: Inspiration to Implementation (available from A K Peters for $39.95). To get the most out of the kit, and to make building the robot a lot easier, that book should be read beforehand.

What's Included. Before we go on, it's important to mention that The Mobile Robot Kit we received is not the only version available. The kit we reviewed does not contain any of the mechanical components that facilitate movement (motors, gears, wheels, etc.). That is because some robotics experimenters like to build their Rug Warriors out of pre-existing toy cars or even Lego construction kits (as recommended in the Mobile Robots book). A complete kit that contains the mechanical parts, along with a body for the robot, should be ready by publication time, and will retail for $450. For those who already have the first kit, the mechanical parts will be made available for about $160 (the difference in price between the two kits).

Now that we said what wasn't in our kit, let's look at what was. The "brain" of the robot is a Motorola MC68HC11 microcontroller, which comes pre-installed on a single-sided, printed-circuit board. The only other board used in the robot is the tiny one onto which the two-line, alphanumeric LCD module is pre-installed.

Along with the microcontroller, the main circuit board also contains a MAX233 serial-port driver, which allows the robot to be programmed by either a PC or Mac, as well as a jack that makes interfacing with a computer possible. In addition, a 32K static-RAM chip (the HY62256), an HC10 latch, and some supporting circuitry were installed. Those components are somewhat delicate, and having them already on the board makes building the project much easier.

The sensors that let the robot interact with its environment have to all be mounted on the circuit board. These include photofeasitors, infrared obstacle detectors, a microphone, a pyroelectric sensor, and collision-detector bump switches. Also, the motor-driving components and dual-shaft encoders (which tell the robot how far it travels) are included.

As you can see, quite a few components make up the Rug Warrior's circuitry (not including the various resistors, capacitors, and switches in the kit). To keep track of all of them, and to help determine if any parts are missing, the kit comes with a handy checklist.

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The manual that comes with the kit is well-written and concise. It serves two purposes: First of all, it contains a lot of helpful hints on building the robot, which should make the project easier to complete for those new to electronics (we still recommend that you read the Mobile Robot book before building the project).

Secondly, the manual contains a guide to the Interactive C programming language that the Rug Warrior operates with. That software is included on a floppy disc (specify PC or Mac when ordering). Those familiar with the C programming language should have no trouble understanding the software. But for those who are new to programming, there is some good news. The software comes with some pre-installed programs, so you can have the Rug Warrior actually do something while you're busy learning interactive C. We'll look at those demo programs a little later.

Because our kit did not come with the necessary parts to give our robot mobility, we can't say what it's like to build the robot from start to finish. However, we can say this: the printed-circuit board is clearly labeled, making parts-placement relatively simple. Also, sockets are provided for the IC's, which ensures that the sensitive components will not be damaged by heat.

How the Robot Works. To make our review of the robot kit complete, A K Peters sent us a working prototype of the Rug Warrior to "play" with. But before we take a look at how it performed, let's briefly examine how the robot works.

The Rug Warrior was designed around the MC68HC11 microcontroller so that every pin of that chip is connected to a sensor or actuator. Also, all of the internal hardware features of the microcontroller (such as the A/D converter and timer-counter) were used, which helped to keep the parts count low. That efficient design is what enabled the robot to be built on a single board.

But what does all of the computational and interfacing hardware allow the robot to do? Well, the Rug Warrior can be programmed, using the Interactive C language, to interact with the physical world in a number of ways. Each of its sensors (mentioned earlier) can avoid, detect, or follow (or all three) a particular stimulus. For example, the robot can be programmed to avoid collisions by using its built-in, IR proximity sensors.

What makes the robot fascinating, however, is its capability of multitasking and operating on a subsumption program. Multitasking allows the robot to seemingly perform several "behaviors" at once, by engaging in each in rapid succession, and then repeating the behaviors in a loop. The triggering of those behaviors can also be set by using subsumption programming, which assigns an order of importance to the stimuli that the robot can react to. For example, the Rug Warrior can be programmed to roll around the room avoiding collisions until it senses a person (using its pyroelectric sensor). If that occurs, the robot will start following the "intruder" for a preset amount of time, and will then resume its random wandering.

Of course, the preceding example is a simple one. With all of the sensors on the Rug Warrior, much more complex programming can be carried out by the robot. But if you feel like getting your robot rolling immediately, you can also use the demo programs that come on the disc. They might not be particularly exciting, but they are a good way to test if your robot is working properly.

Demo Mode. The Rug Warrior we got to review came with three installed demo programs: seek light, seek darkness, and wait for whistle. Let's look at each:

In the "seek light" mode, the robot moves around trying to find the brightest area in a room (or, if you shine a flashlight at it, the robot will follow the beam). At the same time, the subsumption programming lets the robot use its IR collision detectors to avoid crashing into anything. However, if for some reason the robot does bump into an obstacle (its sensors might be pointing too high, for example), then the bump-detecting switches will make the robot move out of the way.

The next mode, "seek darkness," is similar to the previous one. In the second mode, however, the robot looks for the darkest area in the room, while avoiding collisions, as described. We found the robot's ability to determine the darkest spots in a room quite interesting. We doubt any human could be that sensitive to shades of darkness.

Finally, we put the robot into its "wait for whistle" mode. That mode is a test of the robot's sound-detection capabilities. Whenever the robot detects any loud sound (not just a whistle, contrary to the program's name), it plays a 3-note tune. We think it would be fun to experiment with trying to make the Rug Warrior produce an R2-D2-like sound every time it "hears" a noise.

With the Mobile Robot Kit, and some ordinary electronics tools, you can have a little Rug Warrior running around your house in no time. For more information on the kit, contact A K Peters directly at the address given in the box below, or circle no. 119 on the Free Information Card.

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June 1985 Popular Electronics

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We'll resume our basic-electronics tutorial theme this month, and look at some letters from readers who have examined the work of their peers. It never ceases to amaze me how carefully the work on these pages is scrutinized by avid hobbyists. It's also interesting that many people come up with nearly identical circuits, as two of the letters will indicate. But first, the tutorial.

So far we've looked at voltage, current, and the qualities of resistors. Let's bring all that together with an example of how a resistor can be used to protect a component from excessive current. As we discussed, resistors limit current flow. Excessive currents can damage light-duty components, so often times a resistor is placed between them and a source of current to limit the current flow to an acceptable level. Appropriately, a resistor used in such a fashion is called a "current-limiting resistor."

A common example of current limiting is shown in Fig. 1. There, a resistor (R) is limiting current to a light-emitting diode (LED). You needn't understand how an LED works to understand the function of the resistor. Suffice it to say, LED's typically cannot withstand much current; anything over 0.015 amperes will usually cause one to overheat and probably fail. The resistor's current-limiting nature will protect the LED by limiting the maximum current through it, provided that the resistor's value is chosen wisely. If the maximum current allowed by the LED is "I" and the applied voltage is "V" the resistor's value in ohms should be:

\[ R = \frac{V}{I} \]

You can increase the resistor's value a little to provide a safety margin for the LED. Note that the LED could really be any component in need of protection from heavy current; that is one of the most fundamental applications of a resistor.

If the current to be modulated is large in value, it's likely that a resistor could heat up. So determining the resistor's wattage rating would be important. For that, use:

\[ P = IR \]

where P is the power in watts. Remember, go a little higher than the calculated value to provide a margin of safety.

**SENSOR FOIL PATTERNS**

My sincere thanks to Roger W. Hamel of Cedarville, MI for the freeze-sensor circuit in the January 1995 Think Tank. Roger's circuit maintains my mobile-home's water-closet temperature above freezing, without inflating my electric bill. In building the unit, I fabricated two PC boards: one for the sensor and one for the power supply.

Enclosed are the PC layouts I used for Roger's freeze-sensor circuit (Fig. 2A) and 12 volt power supply (Fig. 2B). The foil patterns are well-annotated and should be self-explanatory for most hobbyists. However, I need to describe a few changes that I found necessary.

The power-supply PC board uses a VS048 full-wave bridge-rectifier; a 2200-μF 50-WDC, axial-lead, electrolytic capacitor; and a 7812CV voltage regulator. I substituted a 4-pin DIP PS2501-1 for the AN25 and used a 2N4401 for Q1 (I couldn't find the AN25 but already had the 2N4401). I also used a 10-amp solid-state relay that is switched by a 12-volt DC signal (again from my parts stock). Also notice the two "JMP" markings on the sensor PC board. They call for a jumper wire to connect the two points (the PC board is single-sided and I couldn't avoid that jumper).

I believe all the other PC board markings concur with Roger's schematic and should be understood by most readers of your magazine.

—Peter M Brenner III, Webb City, MO

With regard to Roger's bridge rectifier, any substitute (integrated or made of discrete diodes) that can handle one amp and 50 volts in reverse should work fine. As I always point out for AC circuits, firmly secure all
would be of interest to Think Tank fans, because my circuit appeared not only in my first published article, Cordless Car Test Probes (Popular Electronics, January 1990), but with a variation in the MOSFET in a Think Tank letter submitted by Jay Hawthorne appearing in April 1994 as well (see Fig. 3). Anyway, the mechanics in my garage and I have been using my homemade cordless test lights daily for at least 5 years.

—Mike Giamporone, Marysville, MI

I guess great minds do think alike. Thanks for the part reference. I was having difficulty locating the MOSFET called for in the second circuit myself.

**CAR-AUDIO SUPPLY**

I just received the December Popular Electronics. I was very interested in the Car-Audio Supply in Think Tank. I recently built a somewhat-similar unit; but it is limited to the one-amp capacity of the LM317T, and I was looking for a way to increase the current capacity. Because the unit I built is similar, including the dual-voltage switch (S2), I can offer a few tips on that type of circuit. First, with minor changes in the circuit, C2 can be eliminated (see Fig. 4).

In the circuit as it was originally drawn, I do not see any function for D2 and R3. If a connection dot is drawn where the line from D2 to R3 crosses the positive V_out line, then R3 serves as a load resistor to draw a small amount of current—when the output is open—keeping the output voltage somewhat steady. With the extra connection, D2 serves to protect Q1. It also protects U1 to some extent.

Also, the text indicates a current output of 10 amps; to allow for the in-rush current for the large electrolytics as well, the values of F1 and F2 should be a little larger, say 6 or 7 amps. (I would probably have used a 2-amp fuse in the primary of T1 instead of F1 and F2) Also, B1 is shown as a 50-PF unit. To allow a larger safety factor, that should be replaced with a 100-PF unit. Transformer T1 is shown on the schematic as a 30-volt center-tapped unit, while the text says it's a 24-volt center-tapped one. The 24-volt rating is more than sufficient. The one-amp supply I built will output over 15 volts (with S1 in position 2) using an 18-volt transformer.

Last, the two potentiometers, R4 and R5, are shown as 3/4-watt components. The actual current through them produces a dissipation of 0.16-watt, and if we follow the old rule of doubling the actual wattage, 1-watt potentiometers should be used. Fortunately, most potentiometers listed in catalogs are rated at 1 watt or more, so finding one should be no problem.

—Bill Stiles, Hillsboro, MO

I welcome the input. I agree with the idea of a single fuse. It would protect the entire circuit from shorts (including line-current ones) if placed between PL1 and S1. However, I still feel comfortable with the 50-PF rating of the bridge. By the way, the connection dot for the R3/D2/D1/G1 junction literally fell off the artwork before the schematic made it to print.

**BATTERY CHARGER**

Regarding Joseph Gaskill's battery charger from the June 1994 Think Tank, I have used a current limiter (see Fig. 5) to provide a constant current (approximately 100 mA) to keep my car battery up during stor-
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Fig. 4. Reworking the car-audio power supply produces a unit that requires one less capacitor, a smaller transformer, but a beefier bridge and fuses.

The value of R1 should be selected to limit current to the LED "charge" indicator. Resistor R2 should have a value of 10 ohms to set current limit to 120 mA according to:

\[ I_{\text{out}} = \frac{1.2}{R2} \]

where R2 can range from 0.8 to 120 ohms.

—William E. Lahr, Compton, CA

I've used the same current limiter as a compliance circuit for testing components. However, I did not think to add the display LED. To calculate R1's value, use:

\[ R1 = \frac{(V_{\text{in}} - 14.75)}{0.15} \]

which indicates that V_{\text{in}} should be a bit higher than 15 volts (at least 17.25) to make R1 of a value that is reasonably easy to find. The extra voltage will also ensure a good trickle current.

FRUSTRATED IN KANSAS

I just received my October issue of Popular Electronics and you have frustrated me again. On page 24, Fig. 1 shows a circuit with four connections, power, control, +5v, and GND. I will guess that I connect a five-volt power supply to the +5v and GND connections, but that is only a guess. I have no idea what to connect to power and control, nor do I have any idea how to use the circuit. I have ordered plans to build a model boat that I would like to radio control, so I think I could use your circuit if you would give me more information.

I don't consider myself a rank beginner in electronics. I teach computers at the high-school level, so obviously I have had some courses dealing with logic devices. This spring I took a three-hour credit course in beginning electronics at my local junior college and got an A. We studied things like Kirchhoff's laws, and built circuits with transistors, diodes, logic chips, etc.

Brad Tompkins, who submitted the circuit, might very well know how to hook it up and use it—you might very well know to hook it up and use it. If so, many of your readers probably also know how to hook it up and use it, so you don't feel the need to explain it to the few like myself who don't. If that is the case, then obviously I am subscribing to a magazine that is over my head. Could you recommend a simpler magazine to which I might subscribe instead?

—Chuck Lynn, Overland Park, KS

I'm sorry you are having such trouble. One thing you've overlooked, which might be causing you some confusion, is the ground symbol (the "fifth connection") in the circuit. As with all the circuits in our magazine, the positive side of the voltage source is connected to the circuit at the point with the arrow and the negative side is connected where the ground symbol is. That leaves us with three connections, all indicated by circles. Circles in our magazine sometimes indicate a connection with a circuit not shown. In this case, the circuit is a servo driver, so those points connect the circuit to a servo.

The power and ground connections for the servo are self-explanatory because any motor obviously requires them. As to the control-signal connection, the author, Mr. Tompkins, explained it best when he said: "A servo's position depends on the pulse width of the control signal. That control signal is a high pulse that is one millisecond wide plus or minus 0.5 milliseconds."

Hopefully that information on our connection designations will help you enjoy our magazine more. By the way, I really can't think of a single magazine that would take the time to answer questions on this level. I think if you look around you'll see that for yourself.

Well, that rounds out another column. Thanks to everyone who participated. If you'd like to take a crack at sending in a circuit, and maybe getting a book, from our library, write to Think Tank. Popular Electronics, 500-B Bi-County Blvd., Farmingdale, NY 11735.

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How fast was that car going? Build this inexpensive, microwave-radar speed gun and find out!

BY MARC SPIWAK

Cars have speedometers built into their dashboards so that if you are the driver or a passenger, it's never a question as to how fast you're going. However, you can only guess how fast a car is going when it simply zips by you. So what can you do if you're not a cop but are still curious about speeders? You can build this neat little radar gun in a couple of nights and start making those citizen's arrests—just kidding!

Seriously, though, Speedy, the radar speed gun described in this article, is a great project. You can accurately measure the speed of cars, airplanes, horses, bicycles, boats, radio-controlled models, and anything else that moves. Speedy "clocks" speeds with an accuracy of at least 1 percent, and gives a readout in miles-per-hour on two 7-segment LED displays. The radar gun can also be made to display kilometers-per-hour, meters-per-second, or feet-per-second instead of miles per hour, by replacing a single resistor. Its maximum range varies depending on what is being measured but is about ¼ mile for an average-sized car.

Speedy works on the principle of the Doppler effect, which is the same theory upon which all radar operate. By plugging an earphone into the earphone jack of the project, you can hear the Doppler frequency shift of moving objects. We'll talk more about the Doppler effect later on.

The unit operates on 12-volts DC, so it's easy to power it from batteries or the cigarette-lighter socket of any automobile. That means you can take Speedy with you anywhere. One of the best things about this project, though, is that even though sophisticated microwave circuitry is used, there's no critical tuning involved—just two potentiometers that are very easy to set.

You can build Speedy from scratch, but be warned that several of the components, including the microwave transistor and the hot-carrier diode in the project's oscillator board are virtually impossible to obtain from conventional hobbyist sources. Furthermore, several microstrips that are part of the oscillator board itself are critical to the operation of the circuit. Therefore, by far the easiest way to build the unit is to buy the kit available from the source given in the Parts List. The full kit includes everything you need except two coffee cans and a 12-volt power supply. Readers of this magazine can surely come up with a 12-volt supply, if not from their car battery, and coffee cans aren't hard to come by either.

The Doppler Effect. The Doppler effect can be observed in any kind of wave—sound, light, or radio. Basically, the perceived frequency of a wave will shift if the source of the wave is moving with respect to the point of observation. When a train goes by blasting its whistle, a change in pitch is heard as it goes by even though the actual frequency of the train's whistle is constant. As the train moves toward you, the frequency of its whistle will apparently increase, and as it moves away from you it will decrease.

The Speedy radar gun radiates a frequency of 2.6 gigahertz, and measures the shift in carrier frequency of the returned echo signal. The frequency shift is then used to calculate the speed of an object as it approaches or moves away. For every mile per hour that the object is moving, the frequency is shifted 7.76 hertz away from the original; the frequency will be shifted higher if the object is approaching and lower if it's moving away.

It doesn't matter if the object is accelerating or decelerating, because Speedy's display updates every ½ second. And even though the 2-digit display can't show anything higher than 99, it simply "rolls over" so that you just add 100 to the number you see. In addition to the display, Speedy's earphone jack outputs the Doppler-shift frequency in hertz. You can listen to that tone or have some other piece of equipment trigger off a particular frequency—which translates into a certain speed.

Circuit Description. The Speedy radar gun consists of two circuit boards interconnected by a two-conductor shielded cable. One of the boards is a microwave oscillator that
mounts on a metal "gun" made from two steel coffee cans. The oscillator radiates a microwave signal and receives its "echo." One conductor of the shielded cable sends the difference between the echo signal and the original back to a hand-held readout unit that processes and displays the speed of a moving object. Power is supplied to the oscillator from the display unit by the other conductor in the shielded cable. The cable connecting the two sections together can be up to 300-feet long.

Figure 1 is the schematic of the LED speed-readout board. That part of the radar gun receives the difference signal from the microwave oscillator...
at the terminal marked "ring" on miniature stereo-jack J1. The J1 terminal marked "tip" supplies power to the oscillator section. The received signal is first low-pass filtered by U1-d, and then amplified by U1-c. A high-pass filter is formed by U1-a; at the output of U1-a, the signal is split into two paths: to transistor Q1, which drives an earphone plugged into jack J2 at an audio frequency, and to the display section. Potentiometer R10, in conjunction with op-amp U1-b, sets the gain of the unit, and is later on used to adjust the sensitivity of the radar gun.

The signal to the display section is squared up and has its pulse width adjusted by U2-d and U2-a (two quarters of either a CD4093 or MC14093 quad NAND gate IC), and ends up via NAND gate U3-d, at U4, a dual synchronous decade counter. Then, U4-b "counts" the signal and outputs a binary-coded decimal signal for the miles digit shown by DISP2; U4-a is triggered by U4-b and outputs a BCD signal for the tens-of-miles digit shown on DISP1. Before those BCD's can drive the 7-segment displays, however, they have to be decoded by U5 and U6, which are both 4511 BCD-to-7-segment-LED decoders. Proper timing, with reset signals and clock pulses, is set by U3-b and U3-a.

Potentiometer R22 is used to calibrate the radar gun. The value of resistor R21, which is in series with R22, determines the format of the Speedy display (miles-per-hour, kilometers-per-hour, feet-per-second, or meters-per-second), but more on that later. Integrated circuit U2-b is a clock oscillator that gates the signal at 1/2 second, enabling the unit to count the pulses that occur in 1/2-second periods. Power for the entire radar gun (12-volts DC) is input at coaxial-jack J3. From there it is distributed to the rest of the circuit, and to the microwave oscillator via jack J1.

The microwave-oscillator circuit is shown in Fig. 2. Power for the oscillator comes from the center conductor of jack J1. The heart of the microwave oscillator is the NE021 microwave transistor, Q2. At the base of Q2 is a 1/4-wave microstrip that sets the frequency to 2.6 gigahertz. The microstrip at the collector of Q2 couples the signal to the antenna in the can and to the anode of D2, a hot-carrier diode. Reflected signals from moving objects are also picked up by the antenna in the metal can. The reflected signal is mixed with the oscillator frequency by the hot-carrier diode, D2.

Sum and difference frequencies appear at the base of Q1. That transistor amplifies only the difference frequency, though; that's because the sum frequency is much too high for it to respond to. The signal is then fed to the top conductor of J1 (the one that connects to the jumper) and on to the
PARTS LIST FOR THE SPEEDY OSCILLATOR BOARD

**SEMICONDUCTORS**
- Q1—2N3904 NPN transistor
- Q2—NE021 microwave transistor
- D1—IN4148 general-purpose silicon diode
- D2—1SS99 hot-carrier diode

**RESISTORS**
(All fixed resistors are $\frac{1}{4}$-watt, 5% units.)
- R1, R4, R13, R18, R20—47,000-ohm
- R5, R14, R17—10,000-ohm
- R6—1-megohm
- R7, R15, R16, R19, R28—100,000-ohm
- R8, R9—22,000-ohm
- R10—2200-ohm, PC-mount potentiometer
- R11—100-ohm
- R12—3300-ohm
- R11—10,000-ohm (see text)
- R22—10,000-ohm, PC-mount potentiometer
- R23, R24, R27—220-ohm
- R25, R26—4700-ohm

**CAPACITORS**
- C1—0.005-µF, ceramic-disc
- C2, C12—220-µF, 16-WVDC, electrolytic
- C3, C11—0.001-µF, ceramic-disc
- C4, C13, C15, C17—C19—0.01-µF, ceramic-disc
- C5—2200-pF, ceramic-disc
- C6, C9, C10, C14, C21—10-µF, 25-WVDC, electrolytic
- C7, C8—0.047-µF, ceramic-disc
- C16—100-pF, ceramic-disc
- C20—33-µF, 16-WVDC, electrolytic (see text)

**ADDITIONAL PARTS AND MATERIALS**
- J1—Miniature stereo jack
- Printed-circuit-board materials, miniature stereo plug, 22-gauge bus wire, tin shield (see text), two empty 1-pound coffee cans (or equivalent cans, see text), jumper wire, solder, etc.

**Note:** The following is available from Ramsey Electronics (793 Canning Parkway, Victor, NY 14564; Tel. 716-924-4560 or 800-446-2295): SG-7 Speedy Speed Radar Kit (includes all parts and case—does not include coffee cans and 12-volt DC supply) $99.95.

Fig. 3. Use this actual-size foil pattern to make your own display board.

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PARTS LIST FOR THE SPEEDY DISPLAY BOARD

**SEMICONDUCTORS**
- U1—LM324 op-amp
- U2—CD4093 or MC14093 quad
- Schmidt trigger NAND gate
- U3—4011 quad NAND gate
- U4—4518 dual BCD decade counter
- U5, U6—4511 BCD to 7-segment LED driver
- DISP1, DISP2—LTS367P 7-segment-LED-decoder display
- D1—1N4148 general-purpose silicon diode
- D2—1N4001 silicon rectifier diode
- Q1—2N3904 NPN transistor

**RESISTORS**
(All fixed resistors are $\frac{1}{4}$-watt, 5% units.)
- R1—R4, R13, R18, R20—47,000-ohm
- R5, R14, R17—10,000-ohm
- R6—1-megohm
- R7, R15, R16, R19, R28—100,000-ohm
- R8, R9—22,000-ohm
- R10—2200-ohm, PC-mount potentiometer
- R11—100-ohm
- R12—3300-ohm
- R21—10,000-ohm (see text)
- R22—10,000-ohm, PC-mount potentiometer
- R23, R24, R27—220-ohm
- R25, R26—4700-ohm

**CAPACITORS**
- C1—0.005-µF, ceramic-disc
- C2, C12—220-µF, 16-WVDC, electrolytic
- C3, C11—0.001-µF, ceramic-disc
- C4, C13, C15, C17—C19—0.01-µF, ceramic-disc
- C5—2200-pF, ceramic-disc
- C6, C9, C10, C14, C21—10-µF, 25-WVDC, electrolytic
- C7, C8—0.047-µF, ceramic-disc
- C16—100-pF, ceramic-disc
- C20—33-µF, 16-WVDC, electrolytic (see text)

**ADDITIONAL PARTS AND MATERIALS**
- J1—Miniature stereo jack
- Printed-circuit-board materials, project enclosure, four $\frac{3}{8}$-inch threaded standoffs, two miniature stereo plugs (should match J1), 12-volt DC power source with plug (should match J3), 2-conductor shielded cable, hardware, solder, jumper wire, etc.
Construction. It is a good idea to build both parts of the radar gun on PC boards, but only the microwave oscillator must be built on a PC board. Traces on that board form actual components of the circuit (microstrips), which is the only way to go at such high frequencies.

The display board is single-sided, but the microwave-oscillator board is made from double-sided glass-epoxy material—the entire solder side is a ground plane. The foil patterns of those PC boards are shown in Figs. 3 and 4, respectively. Again, you can make your own boards and obtain your own parts, but it is strongly recommended that you build the project from the kit.

You will need a coaxial cable to test the unit, so you might as well build it now. The cable should have two different colored conductors and a shield surrounding them. A miniature stereo plug is connected to each end of the cable, with the shield soldered to the strain-relief lugs of the stereo plugs, and the conductors soldered to either of the other terminals; just keep the colors straight at both ends of the cable. You could even solder the cable to both boards directly, eliminating the need for the plugs and jacks, but that makes the radar gun less convenient to use.

A parts-placement diagram for the display board is shown in Fig. 5. You can install the parts in any order you like, although starting with the IC's makes it easier to locate the other components. The leads of J3 mount on the back of the board, and the jick is held in place off-board by them.

Fig. 4. The microwave-oscillator board is double-sided, with the entire solder side being a ground plane. The component side is shown here.
itor. If U2 is an MC14093 a 33-µF electrolytic unit should be used.

The two potentiometers are mounted on the solder side of the display board so that the circuit can be calibrated without completely removing it from the case. Also, any disc capacitors that are taller than the LED displays should be mounted on the back of the board and bent at an angle if you are installing the board in the case included with the kit. If you are building from scratch, you must decide on your own whether certain parts should be mounted on the back. The leads of power-jack J3 are tack soldered on the back of the board and the jack is held in place off-board so that the power plug can be plugged into the bottom of the finished unit.

A red plastic lens installs on the inside of the top half of the kit's case. The board then mounts to the case with four threaded spacers and eight screws. Again, if you're not using the case from the kit, you are on your own.

The parts-placement diagram for the microwave oscillator board is shown in Fig. 6. Surface-mount capacitor C7 comes pre-installed if you buy the kit, but observe caution soldering that part if you're doing it yourself. Other non-surface-mount parts have some or all of their leads tack soldered to the surface of the board and some or all passed through a hole and soldered on both sides of the board. How do you tell which is which? It's simple: Any lead shown mounted over a circular pad goes through the board and all other leads are tack soldered.

The electrolytic capacitors have wire straps soldered across them to hold them securely in place. Be careful when installing bare-wire jumper JU3; it should not make contact with the center trace shown below it in Fig. 6. Jack J1 mounts on the shield side of the board and ends up being on the outside of the shielded oscillator case when complete. To complete the ground plane, bare-wire jumpers JU1 and JU2 are soldered on both sides of the board. A piece of 22-gauge bus wire is soldered to the board to form ANT1. It is trimmed down to 1.1 inches in length from the edge of the PC board.

Test and Final Assembly. At this point you must check a few voltages on the oscillator board before soldering the shield to it; after the shield is in place, the board is difficult to service. Before checking the following voltages, inspect the oscillator board carefully for any faulty soldering or misplaced components.

Connect a 12-volt DC supply to power-jack J3 on the display board, and connect that board to the oscillator board with the coaxial cable you made earlier. The display will light up, but at this point, what it shows is meaningless. Now check for 8-volts DC on the oscillator-board microstrip that connects C3 to J1. There should be about 6 volts at the collector of Q2, and about 2.5 volts at the base of that transistor. If all is well, turn off power and remove the cable from the oscillator board.

Next, you are ready to solder the shield to the oscillator board. Shield dimensions are shown in Fig. 7, if you are making your own. Use tin to make the shield. The sides of the shield are bent (where dotted lines are shown) up at 90-degree angles to form a cover for the oscillator. Use a straight-edge to help make sharp folds in the shield. The opening shown is for the antenna lead.

Next, fit the shield over the oscillator board so the edges of the shield are flush with the ground-plane side of the board. Apply a bead of solder around the entire perimeter of the oscillator assembly between the ground-plane of the board and the edges of the tin shield. You can also apply solder to the joints in the corners of the shield.

One-pound coffee cans have a diameter of 3.875 inches, and two of them soldered together at the ends are 11 inches in length. Remove both ends from the outer can and leave one end on the can that the oscillator will attach to. You can also use any combination of cans with the same diameter that equals 11 inches in length, give or take an inch or two. Solder the two cans together at the ends; you might want to line up the seams of the two cans for a neater appearance. It's easier to solder the two cans together if you tin the rims first.

Next drill a 1/4-inch hole, 1/8 inches from the closed end of the can assembly. Center the oscillator antenna lead in the hole and solder the oscillator assembly to the can assembly, completely filling the gap with solder. Be sure to first sand off any paint from the can where solder will be applied. You can also mount a tripod attachment or some other mounting scheme to the underside of the can at this time. Small screw heads protruding into the can will not affect the

(Continued on page 90)
Automotive Electronics for the 21st Century

While these features exist today only in a dream car from Buick, they likely will make driving a dream-come-true in the next century.

BY WILLIAM D. SIURU, JR.

Automakers are constantly unveiling concept cars that provide a glimpse of the cars and trucks of the future. Those dream cars are used to try out new styling and engineering ideas out on the public, generate excitement about a company's current products, and hint at what is being developed behind locked doors. On a few occasions, such as with the Dodge Viper, Oldsmobile Aurora, and Chevrolet Impala SS, the concept cars are put into production, with some changes, of course.

Automotive historians generally credit the 1938 Buick Y-Job as the first true American dream car. Today, dream cars are called concept cars. Over the years Buick has built many other dream cars like the LeSabre, Wildcat, Questor, Boero, and Sceptre. Buick's latest concept car, the pearlescent silver-gold XP2000, not only features advanced styling but is really a showcase for the electronics expected on the cars of the 21st Century. Of course, the implementation of some of the technology will depend on the development of Intelligent Vehicles/Highway Systems (IVHS) and the Information Highway. Let's see what the car has to offer.

Vehicle Navigation. As expected on a car of the 21st Century, there is an on-board navigation system. The XP2000's "Smart Arrow Navigation System" uses a very user-friendly display to guide the driver. An arrow indicates recommended vehicle direction, while distance, time to destination, road names, and so forth are displayed nearby. The system also warns the driver of the presence of emergency vehicles or the color of the traffic-signal lights that he or she is approaching. The memory also contains a "Yellow Pages"-style directory of restaurants, services, and tourist attractions.

Information from the Smart Arrow Navigation System can be displayed on either the heads-up display (HUD) or the main color display on the instrument panel. The HUD projects data onto the base of the windshield just below the driver's normal line-of-sight. The advanced HUD in the car uses programmable, reconfigurable color displays to provide whatever information the driver chooses. Besides navigation information, the HUD can be reconfigured to allow the driver to check speed, fuel level, and other important information without taking his or her eyes off the road.

The instrument panel is a reconfigurable, flat-panel, full-color display. By selecting different screens, the driver can obtain route-guidance information from the navigation system or use it as a normal instrument cluster with a speedometer, tachometer, and various engine-status gauges. When the vehicle is parked or under fully automated control (more on that in a moment), the flat-panel screen can...
be a display for a personal computer or the entertainment system. An infrared remote link is used for the "hookup" between the display and a notebook computer, TV, or VCR.

**Automatic Guidance Control.** The XP2000's Automatic Guidance and Adaptive Cruise System is designed to use wire-guidance systems proposed for the Intelligent Vehicle Highway Systems of the 21st Century. Sensors under the car can link the XP2000 to the wire-guidance system. While that hands-off "Automatic Guidance" might be farther in the future, "Adaptive Cruise Control" is a nearer term possibility. Here, the driver selects a speed and following distance; the cruise control automatically maintains that distance from the car ahead. The system will instantly slow the car and alert the driver if the vehicle ahead slows or stops suddenly.

With completely robotic control, driver and passengers could use the car's extensive communications capabilities for work or entertainment during commutes and long trips. In the automated-guidance mode, the XP2000 reconfigures its color displays and other features, transforming the car's interior into an office or entertainment center.

**Safety and Convenience Features.** The navigation system, climate controls, entertainment system, and other features can be activated by a voice-recognition system. That allows the driver's hands to remain on the steering wheel at all times.

To make driving safer, especially at night or in poor visibility, a Near Obstacle Detection System uses radar to track objects near the XP2000 and predict their motion relative to the car. That information is graphically displayed on the head-up display. When the vehicle is shifted into reverse, the radar scans the space behind the XP2000 and warns the driver of any obstacle, using the heads-up display and an audible tone. When the car is in reverse, the system also adjusts the outside mirrors downward to improve rear visibility and reduce blind spots.

Each driver of the XP2000 will have a unique keyless fob, a more sophisticated version of the flat plastic encapsulated memory chips already in use. Like current ones, on approaching the vehicle, a signal from the fob unlocks the doors. Then, if it is dark, the fob turns on the car's interior lights plus the head lamps and backup lights, providing good visibility around the car. There are also "puddle lights" under the rocker panels to illuminate the area beneath the doors making ice or other hazards more visible.

A feature called "Customer's Choice" allows drivers to tailor many features of the car to their personal taste. Each driver is identified by an electronic code on their keyless fob. As the driver approaches the car, a digital signal from the fob tells the XP2000's computers to adjust the seat, steering column, outside mirrors, climate control, and entertainment system to the preferences of that driver.

The dynamic response of the car, including steering effort, transmission-shift points, engine response, and suspension feel, can also be programmed using Customer's Choice. To start the car, the driver inserts the fob into a slot in the instrument panel and presses it momentarily. A security code in each fob allows the car to start only if an authorized fob is used. To stop the engine, the driver simply removes the fob from the slot.

There are eight air bags to protect all the XP2000's occupants, one each in the steering and instrument panel, two in the backs of the front seats and one in each of the four doors for side-impact protection. In the event of an accident severe enough to deploy an air bag, the vehicle computers can be programmed to automatically call the police and ambulance.

With the XP2000, you never have to worry about being short of cash for gas or tolls. A slot in the instrument panel accepts a GM "Smart Card" credit card with an integral computer memory. The Smart Card can pay for fuel, food, or other services. It can automatically pay tolls, so the car can pass through toll booths without stopping. Smart Cards could also carry the driver's medical records and personal history.

Sensors throughout the XP2000 monitor all critical functions from the condition of the engine to the air pressure in the tires. If those sensors sense a problem, the driver will be alerted and the system could even be programmed to automatically notify Buick's Roadside Assistance service. In some cases, the malfunction might be fixed by software adjustments automatically transmitted from a Buick dealer.

While the 1938 Y-Job never became a real vehicle, many of its features found their way into the Buicks of the 1940s. Similarly, while the XP2000 will also likely remain a dream car, many of its features will likely appear on real-world Buicks during the next few years.
BY JAMES J. BARBARELLO

Every now and then, you come across an electronic component that is easy to use in an application. Such a device is National Semiconductor's ADC0831—a single-input, 8-Bit, Serial Input/Output (I/O), Analog-to-Digital (A/D) Converter. For standard 0- to 5-volt-input applications, all you need is the ADC0831 and a 5-volt power supply; no additional components are required! The ADC0831 output can connect directly to any of your PC's available parallel ports.

Many applications, however, use multiple inputs that don't span the complete 0- to 5-volt range. For instance, temperature sensors spanning the -40 to +125°F range will typically vary their input by only one volt or so. With the addition of two potentiometers, the ADC0831 can be adjusted to provide the full 255 steps inherent in an 8-Bit A/D converter over a smaller input-voltage range, without the need for op-amps or other analog scaling devices. That range can also be adjusted to begin at a voltage other than zero volts. Then, by adding a single, common multiplexer IC, up to eight input devices can be connected.

The result of those preceding additions is the A/D Converter described in this article. It is a circuit that has a non-critical layout, so it can be built on a low-cost prototyping board. Also, what's great about the project is that it can be built for under $25. Even if you add eight temperature probes (as is done in an application that will be dealt with later), the cost can stay under $50! Don't think that the low price means low performance, however. Depending on the speed of your PC, the circuit can capture 1000 or more samples per second.

The ADC0831. One useful feature of the ADC0831 is that its analog, zero-input-voltage value can be offset; the voltage-reference input can be adjusted to allow encoding any smaller, analog voltage span to the full 8 bits of resolution (with a ±1 least-significant-bit error). As a result, it can operate ratiometrically or with a 5-volt-DC voltage reference; no zero or full-scale adjust is required. The ADC0831 is TTL/MOS-I/O compatible. It operates from a single 5-volt power supply over a 0°C to 70°C temperature range, consuming only 15 milliwatts. The conversion time of the chip is 32 microseconds.

As shown in Fig. 1, the ADC0831 is an 8-pin IC. Operation is enabled by placing a logic low on pin 1, the chip select (CS). Data is sent out of pin 6 ($D_{out}$), and the IC requires a clocking signal at pin 7 (CLK). Power is applied to pins 8 (V_{cc}) and 4 (GND). The input signal is provided to $V_{in}^+$, which is pin 2. The zero-conversion reference voltage is provided to $V_{in}^-$ (pin 3). Finally, the voltage representing the range of the 8-bit conversion is provided to $V_{ref}$ (pin 5).

Figure 2 shows the timing diagram for the ADC0831. In our application, the CLK (clock) signal will be derived from the PC's parallel port, and the Data Out will be sent to the parallel port. To begin, a conversion is initiated by first pulling the CS line low. That line must be held low for the entire conversion. The ADC0831 then waits for a start bit. Next, the clock is provided to the CLK input. On the falling edge of the first clock pulse, the Data Out ($D_{out}$) line comes out of its high-impedence state and provides a leading zero for one clock period. Each bit of the converted voltage level (beginning with the most significant bit, and proceeding through the least significant bit) is made available on the $D_{out}$ line, beginning with the falling edge of each succeeding clock period. After eight clock periods, the conversion is completed. The $D_{out}$ line goes into the high-impedence state again when the CS line returns to the high state.

While the ADC0831 can be used in the standard 0- to 5-volt input mode,
both its minimum analog input-voltage and full-scale voltage values can be adjusted. When the \( V_{in} \) pin is biased to other than ground, the converter will output a 0000 0000 digital code for that minimum input-voltage value. The voltage value applied to \( V_{ref} \) determines the analog input-voltage value that will produce the full-scale digital code (1111 1111). The sum of \( V_{in} \) and \( V_{ref} \) must be less than or equal to 5 volts. For instance, by applying 2.3 volts to \( V_{in} \) and 1.28 volts to \( V_{ref} \) an analog input voltage of 2.3 volts will produce a digital code of 0, and an input of 3.58 (2.3 + 1.28) will produce a digital code of 255. That provides an effective resolution of 1280 mV/256 counts, or 5 mV/count. That is four times the standard resolution of 19.53 mV/count (5000 mV/256 counts) that an 8-bit A/D converter would provide without the ratiometric capability.

The 4051. As mentioned earlier, for our application of the ADC0831, we will need to use an 8-channel multiplexer, the 4051. Figure 3A shows the pinout of that IC. Power is normally applied to \( V_{dd} \) (pin 16), and ground to \( V_{ss} \) (pin 8); however, in our application, we'll connect \( V_{ee} \) (pin 7) to ground also.

Three inputs—A, B, and C—form a binary counting scheme (as indicated in the truth table in Fig. 3B). The binary number input to the A-B-C inputs selects the same-numbered channel in the chip. That selected channel is connected to the COMM terminal (pin 3) through the 4051's internal circuitry, which adds a few-hundred ohms of resistance in series between the selected channel and the output at 0°K (−273.15°C).

With less than a 1-ohm dynamic impedance, the device operates over a current range of 400 \( \mu \)A to 5 mA, with virtually no change in performance. When calibrated at 25°C the LM335 typically has less than 1°C error over a 100°C temperature range. Unlike other sensors, the LM335 has a linear output. The sensor operates over a range of −40°C to +125°C.

Errors in output voltage versus temperature are only slope or scale-factor errors, so a slope calibration at one temperature corrects all temperatures. The output voltage of the device (calibrated or uncalibrated) can be expressed as:

\[ V(t) = V(t_0) \times \frac{t}{t_0} \]

where \( V(t) \) is the output-voltage reading at an unknown temperature, \( V(t_0) \) is the output voltage at the reference temperature, \( t \) is an unknown temperature in °K, and \( t_0 \) is the reference temperature in °K. By knowing three of the preceding variables, the other one can be easily solved for.

Knowing that \( T = °C \) = 273.15, and \( °C = (°F - 32)/1.8 \), it is possible to figure out the output voltage of an LM335 for any given Fahrenheit temperature. That voltage would be equal to:

\[ (x°F - 32)/1.8 + 273.15 \] * .01

where \( x \) is the Fahrenheit temperature. The first term \( (x°F - 32)/1.8 \) converts the Fahrenheit temperature to centigrade. The addition of 273.15 converts the centigrade temperature to Kelvin. Finally, the 0.01 multiplier (10 mV/°K) converts the temperature to
LISTING 1

REM** ADC0831 with Up To 8 LM335 Temperature Probes
REM** V640126, c 1994 JU Barberello
REM**
REM** INITIALIZATION**
REM**
REM** 1   ON ERROR GOTO errorstate
REM** 2  CLS: DEFINT A-S: DIM A(7), tempcorr(8)
REM** 3  FOR i = 0 TO 7: a(i) = 2: NEXT j
REM** 4  channel = 1
REM** 5  temp$ = "***" + CHR$(248) + "F"
REM** 6  "GET SETUP DATA FROM FILE (if no file, error occurs. +
REM** 7  Then execution jumps to errorstate subroutine). +
REM** 8
REM** 9
REM** 10
REM** 11
REM** 12
REM** 13
REM** 14
REM** 15
REM** 16
REM** 17
REM** 18
REM** 19
REM** 20
REM** 21
REM** 22
REM** 23
REM** 24
REM** 25
REM** 26
REM** 27
REM** 28
REM** 29
REM** 30
REM** 31
REM** 32
REM** 33
REM** 34
REM** 35
REM** 36
REM** 37
REM** 38
REM** 39
REM** 40
REM** 41
REM** 42
REM** 43
REM** 44
REM** 45
REM** LOCATE 15, 8: PRINT CHR$(199);
REM** FOR j = 1 TO 8: PRINT STRING$(7, 196):
REM** CHR$(197): NEXT j
REM** LOCATE 15, 72: PRINT CHR$(162)
REM** LOCATE 17, 8: PRINT CHR$(200);
REM** FOR j = 1 TO 8: PRINT STRING$(7, 205):
REM** CHR$(207): NEXT j
REM** LOCATE 17, 72: PRINT CHR$(188)
REM** FOR j = 1 TO 8: LOCATE(12, 1) = "2" + Z$: PUT USING
REM** "CH ": NEXT j
REM**
REM** LOCATE 18, 8: PRINT "SAMEV CODE"
REM**
REM** SCREEN SETUP **
REM**
REM** 17
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REM** 100
REM** 101
REM** 102
REM** 103
REM** 104
REM** 105
REM**
REM** ERROR HANDLER **
REM**
REM** 94
REM** 95
REM** 96
REM** 97
REM** 98
REM** 99
REM** 100
REM** 101
REM** 102
REM** 103
REM** 104
REM** 105
REM**
REM** END

AmericanRadioHistory.Com
an output voltage. So, if we want to measure temperature between 
\(-40^\circ F\) and \(+125^\circ F\) we would have to figure out the associated output-voltage 
range. The voltage associated with \(-40^\circ F\) is:
\[
(\frac{-40 - 32}{1.8} + 273.15) \times 0.01
\]
which equals 2.332 volts. The voltage associated with the upper end of the range, \(+125^\circ F\) is:
\[
(\frac{125 - 32}{1.8} + 273.15) \times 0.01
\]
which equals 3,248 volts.
If we set the ADC0831's \(V_{in}\) to 
2,332 volts, and its \(V_{ref}\) to 0.916 volts 
(the difference between 3.248 volts and 2.332 volts), the ADC0831 will be able to sense a voltage difference as small as 3.58\(\text{mV}\) (because 0.916 \(\text{V}/256\) steps = 3.58\(\text{mV/step}\)). That will allow the chip to resolve between 
\(-40^\circ F\) and \(+125^\circ F\) (a 165\(\text{F}\) temperature span) with at least a 1\(\text{F}\) resolution, because a 1\(\text{F}\) change will produce a 
voltage difference of 0.916 \(\text{V}/165\text{F}\) or 5.5 \(\text{mV/\text{F}}\)

Further, if we limit the temperature span to a smaller range, the resolution 
will increase. For instance, if we limit the range to 25\(\text{F}\) the output-voltage 
range will be 0.139 volts. That will create an ADC0831 resolution of 
0.543 \(\text{mV/256 steps}\), which is more than ten times smaller 
than the 5.5 \(\text{mV/\text{F}}\) response of the LM335. Therefore, the ADC0831 will be 
able to resolve 0.1\(\text{F}\) over that smaller range. As you can see, the ratiometric 
capability of the ADC0831 allows us to trade off range for greater resolution.

**Circuit Description.** The schematic of the A/D Converter is shown in Fig. 5. It is powered from a 9-volt battery, B1, the output of which is regulated by a 
78L05, U1, to 5 volts. If a 5-volt source of regulated DC is available, U1, C1, and C2 can be eliminated.

The functions of the ADC0831 (U2) and 4051 (U3) IC's, were looked at earlier. Potentiometer R1 allows the user to set the minimum input voltage. The setting of potentiometer R2 determines the desired voltage span (which effectively sets the maximum input voltage).

The A/D Converter interfaces with a 
PC through a DB25 plug, PL1. Note that the numbers shown in PL1 relate to the pin numbers of the DB25 plug, and of course, the parallel port of the computer. The Converter circuit contains eight phone jacks, J1–J8, to interface with eight temperature probes. Those probes each contain one LM335 
(U4–U11) and a phone plug (PL2–PL9). Of course, in other applications, and with the appropriate external circuitry, 
J1–J6 can be used to interface with virtually any other type of analog sensor or signal.

**Construction.** The author's prototype was built on a perforated prototyping board. Any other appropri-
ate construction technique can, of course, be used. Regardless of the technique used, when installing the components in the circuit, be sure to check their orientation (except for R3 through R10, of course).

If you have difficulty finding either the ADC0831 or the 4051 locally, they are both available from Digi-Key (RO, Box 677, Thief River Falls, MN 56701-0677; Tel. 800-344-4539). Use IC sockets for those ICs, and install them last.

As shown in the photo at the beginning of this article, the author's completed prototype board was attached to a block of wood using screws and nuts (as spacers). Any project enclosure can be used, however. Phone jacks J1–J8 can be of any size; just make sure you use matching plugs for the temperature probes. The jacks were mounted through holes in the wood base in the prototype, but if you use a project enclosure, the jacks can be mounted on its cover. Connect the jacks to the circuit with individual pieces of 22-gauge wire, and attach the ground points of the jacks together and to the common ground on the circuit.

Use a 7-conductor cable to make the connections between the circuit board and pins 2, 3, 4, 5, 6, 10, and 19 of the DB25 plug, PL1. To attach the battery to the circuit, use a battery connector with leads.

The next step is to build a temperature probe, or probes. Remember, the A/D Converter can accommodate up to eight probes. To begin, hold an LM335 with its flat side facing up and the leads facing you (see Fig. 6A). Clip off the left (AJD) lead and bend the center (+) lead to the left, as shown.

Next, strip about 1/4-inch of insulation from the ends of both wires in a twisted pair. That twisted-pair wire, which will connect the probe to the Converter, can be as long as 50 feet without affecting the probe's accuracy. Insert a 1/8-inch length of 1/4-inch-diameter heat-shrink tubing sleeve over one of the stripped wires (heat-shrink A in Fig. 6A). Solder that wire to the right (-) lead of the LM335. Then, solder the other wire to the center (+) lead of the LM335.

As an initial checkout, strip about 1/4-inch of insulation from each of the wire's free ends. Connect the wire from the center lead of the LM335 through a 2200-ohm resistor to a 5-volt-DC source. Then, connect the wire from the right lead of the LM335 to the power source's ground. Using a digital multimeter, measure the voltage across the signal and ground leads. In a normal environment (around 70°F), the DMM should read around 2.95 volts. Place an ice cube in contact with the LM335. The voltage reading on the DMM should begin to decrease. If you don't obtain those results, check the probe's wiring and solder joints.

If the probe works, remove the power source and resistor. Push heat-shrink A over the solder joint and LM335 lead (see Fig. 6A). Using a portable hair dryer, or a match (be careful not to actually touch the tubing), heat the tubing until it shrinks around the joint and lead. Push the two LM335 leads together, making sure heat-shrink A keeps them from making contact.

Push a 1-inch-long piece of 1/8-inch-diameter heat-shrink tubing, heat-shrink B, up the free end of the twisted pair wire, and push it as close to the body of the LM335 as possible (see Fig. 6B). Apply heat as before to heat-shrink B until it shrinks around the two leads.

Push a 1 1/2-inch-long piece of 1/4-inch-diameter heat-shrink tubing (heat-shrink C) over the LM335 and down past the previously installed tubing on the LM335 leads. Leave about 1/8-inch of the LM335 body protruding (see Fig. 6C). Apply heat to heat-shrink C. The last step in the preparation is to connect the wires to the plug. Make sure that the-polarity matches that shown in the schematic.

The Program. Listing 1 presents a QBasic program that performs ADC0831 control, data-capture, data-display, and data-conversion operations. It also uses a text setup file that lets you customize operation without having to change the actual program. An enhanced version of the program, which makes it easier to use the Converter with other analog-input devices, is available on disk from the source given in the A/D Converter Parts List. To better understand how to use the Converter, let's examine the lines of the program.

Line 1 activates the error-trapping routine. That is used to define default
values in case the setup data file is not present. Line 2 dimensions the \(A\) array, and the \(X\) arrays, which will hold the temperature-probe correction factors. In line 3, the \(A\) array is filled with the powers of 2 (which we’ll later). Lines 4 and 5 initialize variables.

Line 6 accesses the setup file and lines 7 through 14 retrieve the data. The variable \(V_{in}\) corresponds to \(V_{in} - V_{ref}\), the zero offset, and \(V_{ref}\) corresponds to \(V_{ref}\), the supply voltage. The variable \(X\) is the address of the parallel port being used, \(CH\) is the number of channels to be used (between 1 and 8), \(DE\) is the delay-time-per-channel, and \(TEMPCORR\) is the temperature-probe correction factor for the different probes. That value is used to correct for any small variations in the responses of individual LM335’s. Lines 17 through 52 simply do housekeeping on the screen.

If the setup file is not available (we’ll deal with that file later), an error in line 53 will result, and execution will proceed to line 94. In that instance, the variables needed for the program to execute are defined in lines 96 through 100, and execution returns to the main program from line 102. If an undefined error occurs, lines 104 and 105 identify that fact and end the program.

The heart of the program is between lines 53 and 93. Lines 54 and 55 create a delay loop that suspends execution until most of the time identified by \(DE\) has elapsed. Line 57 displays the active channel, and line 58 completes the delay processing.

The active channel is used to set a mask that will control \(U3\), the 4051 multiplexer. For instance, if channel 4 is active, we want to access \(U3\)’s “3” input, because the channels are 1 to 8, and \(U3\)’s inputs are 0 to 7 (channels 1 to 8 correspond to jacks J1–J8). Thus, the variable \(ACTIVECH\) is set to 12, or 00001100 binary (as shown by bit 7 through bit 0). That value can then be used to send a 1 to pin 4 of PL1 (bit 2 to \(U3\) “A”), a 1 to pin 5 of PL1 (bit 3 to \(U3\) “B”), and a 0 to pin 6 of PL1 (bit 4 to \(U3\) “C”). Referring back to Fig. 4, that bit pattern (or multiplexer mask) selects \(U3\)’s “3” input.

Line 60 uses the multiplex selection mask and adds 2 (binary 10) which also keeps pin 3 of PL1 (CS) high. Line 61 provides some settling time, and then line 62 brings the CS line low. Line 63 keeps CS low, and pulses the CLK line (pin 2 of PL1) high and then low again by bringing bit 0 high and then low. Line 64 brings the CLK line high again.

At that point in the program, we’ve selected the input channel, connected it through \(U3\) to the input of \(U2\), activated \(U2\) by bringing its CS line low, and pulsed the CLK line one-and-a-half times. Referring back to Fig. 2, the next time the CLK line goes low, the data bit D7 will be available at the \(D_{out}\) pin.

A counter is set to 7 in line 65. Line 66 and 70 form a whilewend loop that will count back from 7 to 0, performing the commands in lines 67 through 69 each time through the loop (retrieving data bits D7 through D0 in the process). Line 67 pulses the CLK line low and then high again. Even though we could read the data when the CLK is brought low, pulsing it high again (the middle of the clock cycle) ensures the data has settled before we read it. Line 68 gets bit j and determines if it is high (returning a 64) or low (returning a 0). The results of the eight data reads are stored in array. Because the actual value should be a 1 or 0 (not 64 or 0), line 71 divides the sum by 64 to arrive at a final value between 0 and 255. Line 72 positions the cursor at the correct area on the screen to display the data for the selected channel.

Line 73 converts the 0–255 value to the appropriate voltage using the \(V_{in}\) (\(XSUPPLY\)) and \(V_{ref}\) \((XSUPPLY\)) zero reference and voltage span. Line 76 converts the voltage reading to the appropriate temperature reading, using the temperature-correction factor for the selected temperature probe. Lines 77 through 83 format the temperature reading, printing up arrows if the reading is above the maximum allowed, and printing down arrows if the reading is below the minimum allowed, or the actual reading.

Line 90 increments the channel and resets it to 1 if the highest channel has just been read. Line 91 allows the operator to press any key to end the program (if so, line 93 ends the program). If no key is pressed, line 92 loops execution back to line 53.

The Setup File. Creating the setup file can be done with a word processor, from DOS, or better yet, from QBASIC (which you’ll use to run the program in Listing 1). The file contains a number of text lines, each ending with a line feed and carriage return. The contents of the lines are given in Listing 2.

Note that if you have more than one parallel port available in your PC (LPT2, LPT3, or LPT4), you can specify its address. That way you can still use your primary parallel port (LPT1) for regular printing.

Calibration. To calibrate the temperature probe, you have to compare the probe’s output to a known temperature. If you have an existing, calibrated temperature-sensing device, place the probe next to that device’s temperature-sensing element and record the probe’s output voltage. Then, to determine the theoretical output voltage based on the temperature-sensing device’s temperature reading, use the formula that was given earlier:

\[
\left[ (x^F - 32)/1.8 + 273.15 \right] \times 0.01
\]

(Continued on page 93)
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Build a Sun-Tracking Circuit

BY JACK WRIGHT

Get the most out of your solar panels or other solar-powered equipment with this precision tracking circuit that will follow the sun around all day.

Here is a circuit which, with your own drive creation, will track the sun with an accuracy of better than half a degree. It is called the Sun Tracker, and you can use it to direct a payload of solar (photovoltaic) modules, or to track the sun for other purposes, such as measuring ultraviolet intensity.

To be truly useful as a sun-tracking circuit, the Sun Tracker had to possess five elements: First, the circuit had to know where the sun was to direct the payload in that direction. Second, it would have to know whether the sun was available to track or not—that is, the circuit couldn't go off searching for the sun every time a cloud passed overhead. Third, a dawn or sunrise sensor would be necessary to tell the tracking circuit to swing around to the east in the morning. Fourth, a darkness sensor would be necessary to shut the tracking circuit off for the night. Fifth, and finally, if the payload were solar modules, the tracking circuit would have to have low-energy consumption, so that the benefit of tracking (solar power) would not be consumed by the circuit.

Circuit Description. The schematic for the Sun Tracker is shown in Fig. 1. Because of its low parts count, it can be built for about $12. The quiescent current of the circuit is low, in the 6-7 milliamp range, (2-3 milliamps at night). The current consumption when the Tracker is turning is about 230 milliamps, but the duty cycle is less than 1/2 percent.

Photoresistor cells R7, R8, and R9 have a value of 160 ohms in full sunlight and 480 ohms in the shade, but that is not absolutely critical. The author's prototype used the smaller units in a five-piece assortment that was purchased at Radio Shack for $2.29. As described later, R7 is mounted in a "well" with a narrow slit so that sunlight falls upon it only when the photoresistor is pointed directly at the sun. When that occurs, the resistance of R7 drops. That photoresistor and potentiometer R4 form a voltage divider at the base of the Darlington transistor, Q1. When R7's resistance is low Q1 will be kept off.

When the sun swings a little westward, R7 will no longer be in sunlight, causing its resistance to go up, which raises the base voltage of Q1 and turns that Darlington on. That in turn closes the relay, K1, providing current to the drive motor, MOT1, which is a 1.5-volt DC, low-torque hobby motor. The motor then turns slowly (resistor R6 limits the maximum current to the motor and keeps it from running too fast), putting R7 in direct sunlight again; Q1's base voltage then drops and the Tracker stops. That is repeated again and again as the sun moves across the sky.

Now what happens when the sun is not available to track? Photoresistor R8 is mounted on the outside of the well so that it receives a wide angle of
full sunlight. When the sun is shining, R8's resistance is low, keeping Q2 turned off, and allowing the Tracker to act as described, without interference. But if the sun "slips" behind a cloud, R8's resistance goes high, producing a forward bias on the base of Q2. That turns that transistor on, and sinks the base of Q1 to near ground, so that Q1 then remains off. That immobilizes the Tracker drive; that also keeps the drive shut down in the dark of night.

Photoresistor R9, is the dawn sensor. It is mounted on the back of the Sun Tracker. When the Tracker stops at sunset, pointing towards the west, R9 is pointing towards the east. When the sun rises the following morning and shines on R9, its resistance goes low, turning Q2 off and allowing Q1's base to go high (remember R7's resistance will be high because it is in the dark of the well, pointing west). That presents current to the relay and therefore to the drive motor, causing the Tracker to swing around to the east.

An application circuit for the Sun Tracker is shown in Fig. 2. That circuit provides a rechargeable, 12-volt power source for the Tracker and for a connected electronic device that also uses 12-volts DC. Recharging is accomplished by two photocell modules, PC1 and PC2. In the author's prototype, those modules are made from broken photocell fragments purchased from Edmund Scientific Company (101 E. Gloucester Pike, Barrington, NJ 08007; Tel. 609-573-6250). A 3-ounce bag was sufficient to make a module with an output of 18 volts (open circuit) and about 150-200 milliamps (short-circuit) at 30°C. If you obtain your photocells from a different source, experiment with them to get a similar output. As the module warms up in the sunlight, the output will drop to 15-16 volts or so, which is still sufficient to charge a 12-volt battery.

The germanium diodes in the circuit, D1-D5, prevent the battery from discharging back through the photocell modules during darkness. Germanium diodes are used instead of...
silicon ones in order to reduce the voltage drop (0.3 volts for germanium, compared to 0.6 volts for silicon) when charging, because power from the photocells is at a premium. The diodes are grouped in parallel to increase current handling.

Most of the time, the Tracker is powered by the photocell modules and does not drain the battery—except, of course, at night, but the standby current drawn is very low. You can use the energy generated to operate a reading lamp or sometimes a fan. If you would like some indication as to whether the meter is charging, connect a meter in parallel to the circuit between the negative (ground) lead of the Tracker and the battery.

**Construction.** Because of the low parts count and the need for physical separation of the parts when they are mounted, the Tracker circuit can be built using terminal strips and insulated wire leads. As for the mechanical construction of the Tracker's drive train, that can vary depending upon the materials you have on hand, and your space limitations. The author's prototype shown in the photo at the beginning of this article was constructed from odds and ends that were found around the shop. Here is how to build your own Sun Tracker.

Photoresistor R7 has to be nestled at the bottom of a thin well with a narrow slit at its end, so that sunlight falls on photoresistor R7 only when the well is pointed directly at the sun. That tracking well should be made of wood, and painted flat black on the inside. The angle of the well should span from the horizon to the maximum distance the sun will move above the horizon at your latitude. The formula for that is:

\[
\text{Angle} = 90 - \text{latitude} + 23.5
\]

At Salt Lake City, where the author lives, the latitude is 41 degrees, so the angle of the well shaft is 72.5 degrees. The depth of the well and the narrowness of the slit determine how precise your tracker will be, but the more precise the tracking the greater the problem with overshoot of the drive.

That brings us to our next consideration—the gear drive. The design for that will pretty much depend on you—the author's prototype drive is a Rube Goldberg contraption made

![Diagram](image)

**Fig. 2.** This application circuit provides rechargeable solar power for the Sun Tracker, as well as for another 12-volt device.

from pirated parts out of other equipment. The final drive belt is an elastic band from a fabric shop. Using a large-ratio of gear reduction will help eliminate any overshoot problems the Tracker might have. The author's prototype uses a 21,300:1 overall reduction.

The main platform for the Sun Tracker prototype was a can of Christmas nuts. The knurled edge of the bottom of the nut can, along with the same type of edge on the lid, forms an excellent channel for the drive belt. With the exception of the photoresistors, all other electronic components were mounted inside that can. The well is mounted on top of the can, and photoresistor R8 is mounted on the outside of the well so that it receives a wide angle of full sunlight. Finally, photoresistor R9 should be mounted on the rear of the well.

**Calibration.** Adjusting potentiometers R2 and R4 can be a bit tricky, and will require some trial and error. Begin by turning R4 to mid-range and then covering the slit in the well to keep any light out. Next adjust R2 so that the Tracker stops when you cast a shadow over the sun sensor, R8, with your hand, but resumes turning when you move your hand aside.

To adjust the tracking circuit, remove your hand from the slit in the tracking well. Turn R4's resistance down to the point where the Tracker slows down but does not quite stop when swinging past the sun, then turn R4's resistance up 1 turn, making certain the Tracker stops when it points at the sun.

You can get up early and see if the Tracker starts moving when the sun shines on the dawn sensor, R9. You might have to play with the potentiometers a bit to get the sensors working properly. Don't turn the potentiometers all the way down to zero, as that will overheat R3 and R5.

**Troubleshooting.** The Tracker might sometimes stop halfway around on the return trip towards the east because both the sun sensor and the dawn sensor are at right angles to the weak morning sun. As the sun rises higher, the Tracker should then complete its swing and begin tracking. You can assist the return trip by directing power directly to the drive motor (however, be sure to use a resistor to limit the current to the motor).

The inexpensive photoresistors used in the prototype are not perfectly temperature stable. Occasionally in the heat of the afternoon, the author's prototype would suddenly "kick in" and rotate all the way around. If that happens to you, some re-adjustment of R4 should correct the problem.

Also, you might find that the Tracker will not stay pointed at the sun in windy conditions. Under those conditions, it is perhaps best to merely shut the Tracker down and leave the photocell modules pointed toward the south.
Upgrading and Maintaining

your Personal Computer

Our series on upgrading PC hardware focuses this month on how to install floppy- and hard-disk drives.

BY MARC SPIWAK

Anyone who uses the same PC for many years will inevitably have to replace one of the disk drives, either due to failure or the need to increase drive capacity. Fortunately, it is usually fairly easy to replace a drive. There are, however, a few pitfalls to avoid. In this article, we will point those out, and go over the basic procedures to follow when replacing, adding, or upgrading a drive. Let's get started.

A Little Advice. Before we get too far along, I'd like to offer a bit of free advice. Although upgrading and replacing PC hardware is not all that difficult, it can be costly and very time-consuming. Swapping a worn-out component for an identical new one is a simple matter; installing additional hardware is always more work. But no matter how simple the job at hand might appear, problems can and usually do arise—some that can keep even a pro confused for hours.

That in mind, you should carefully consider performing upgrades on older, now-obsolete equipment. If you are using an old machine that just needs a new part, go ahead and replace the part if you can find an exact replacement at a reasonable price. But don't try to add new features to an XT, 286, or anything like that. You'll spend more time and money on it than it's worth, and likely be less than satisfied with the results. In short, don't waste your time with old, outdated hardware—if it works, great, if not, it is probably time to get a new system.

For instance, let's consider the troubles you might encounter in doing something like adding a 1.2MEG drive to an XT. That type of upgrade, where
you are adding modern hardware to a PC that was built before that type of hardware existed, is usually difficult and frustrating. In this case, problems occur because the machine's floppy-disk controller won't know how to control a high-density drive, and the machine's BIOS (Basic Input Output System) won't know how to work with the right controller. The way around that problem is to replace the BIOS—a PROM that's permanently programmed with the most basic operating instructions—and the controller. Unfortunately, you will probably have a tough time finding a BIOS upgrade for an old PC, and that's if the company that made your machine is still in business. If you are enthusiastic enough, it can't hurt to try and upgrade your computer's BIOS. But be warned again that it might be more trouble and expense than it's worth.

Floppy-Disk Drives. A well-used floppy drive is often the first thing to go on an older PC. That is due to both wear and tear, and because the inside of a floppy drive is exposed to contaminants and accumulates dust every time a disk is inserted. A hard disk, on the other hand, is sealed in an airtight enclosure.

In the past, it was likely that a floppy upgrade would involve going from a 360K to 1.2MEG 5¼-inch drive, or adding a 3½-inch 1.44MEG drive to a computer that lacked one. Today, however, the tides have turned, and it is more likely that someone would add a 5¼-inch drive to a PC that came with only a 3½-inch drive. That's what I will be doing to the Heathkit trainer PC that is being used as the basis for this series of articles (see the box copy elsewhere in this story for more information). I get disks from many different people and places, and not having a 5¼-inch drive is an inconvenience for me.

Most computers house no more than two floppy drives, and usually just one of each type. Multiple floppy drives of the same type never became popular for several reasons. For one, floppy drives take up a lot of space. Many of the latest PC's come with only a 3½-inch floppy drive mounted vertically in a small space intended for it, and no 5¼-inch drive. That way, no full-size drive bays are taken up by floppy drives. Another reason is that even entry-level machines come with enough memory for single-pass disk copying. (Remember having to swap floppy back and forth to copy them?) Also, with bigger hard drives, fewer people are using floppy drives for permanent storage. And software is rarely, if ever, run from floppy drives anymore.

A 5¼-inch drive fills a bay completely, while a 3½-inch drive needs a mounting adapter kit to fit in the same bay. That's the way my regular home computer came when I bought it; the 3½-inch drive took up a whole bay, as did the 5¼. After adding a tape back-up, all the external bays were full. When I needed to free up a bay for a CD-ROM drive, I had to install a combination floppy drive that fits both 5¼- and 3½-inch drives in a single bay. That is a good solution for anyone in the same situation.

Because all PC's have different chassis layouts, it is impossible to explain the mechanical procedure involved in adding and removing floppy drives for all of them. But once you get the cover off, you should be able to figure out what to do.

Older PC's usually have mounting rails that attach to the sides of a drive and the rails then slide into slots in a bay. However, there are other, different methods of holding the drive in place. The newer, more compact ma-
chines have the drives screwed in without rails, and other hardware is often in the way of the mounting screws. As every configuration varies, you'll have to figure out for yourself how to get at the mounting screws. If your machine came with good documentation, you might find some help there.

The Heathkit trainer PC has a very compact chassis, and rails have been done away with altogether. The machine has two free drive bays, and I will be installing the floppy drive in the top one. A plastic panel pops out of the front of the case for the new drive to protrude through. To get at the holes for the mounting screws, the existing 3½-inch drive and the hard drive must be removed. The fixtures that hold them in place are held in with one screw each and slide-out tabs.

Before installation, the drive's ID must be set. A PC can have up to four floppy drives: 0–3, or sometimes 1–4. By convention, I set the new drive's jumpers to Drive 1, which is the same setting as the 3½-inch drive already installed. They are both set to Drive 1 because a twist in the ribbon cable between the two floppy-drive connectors makes the last drive (the 3½) appear as drive zero, or A: when set as Drive 1. The second drive, the 5¼, also set to drive 1, will appear as drive 1, or B:. After setting the drive ID, the drive is fitted into the bay and mounted in place with screws on each side. Anything removed to install the drive has to be replaced before the computer is turned back on.

A standard four-pin power connector plugs into the back of the drive. The drive also has a 34-pin card-edge connector on the back with a slot in it near pin-1. (3½-inch drives have a 34-pin header connector.) The ribbon cable going from the PC's floppy controller to the 3½-inch drive has a free connector on it for a 5¼-inch drive; that should be the case for all PCs. Some floppy cables have connectors for four drives (two of each), with the twist between the pairs. If the connector for a floppy drive doesn’t have a key to match the slot in the card edge, as was the case with the test PC, just be sure to line up the pin-1 stripe on the ribbon cable to pin-1 on the drive.

At this point the computer can be turned on. It should indicate that something is not right with the CMOS setup when it senses the new drive. Most computers will give you the option of entering setup at that point—if not, you have to anyway. If your computer does not tell you how to enter CMOS setup during boot-up, then you have to consult its documentation. Once in the CMOS setup menu, changing the setting simply involves toggling the drive B: menu item from "Not Installed" to "5¼, 1.2MEG" (or whatever is appropriate for your situation). The newly installed drive is now ready for use.

**Hard drives.** It is quite common nowadays to want or need a bigger hard drive. But as long as your original hard drive is working properly, and its fast enough, it's much simpler to add a second drive. Disk-compression software sales have surely dropped with 540-megabyte drives selling for under $200. I ran with a “stacked” 200-megabyte drive for over a year with no problems, but always felt "unsure"
about it. When a friend gave me a 540-megabyte drive he didn’t need, I dumped the compression on the 200.

Here we will discuss how to install a new IDE-type drive in a machine that already has an IDE interface. The only other type of drive easily obtainable today is SCSI, but they are more complicated to deal with and will not be covered here. Note again that if you have an older machine that uses a different type of interface, this type of upgrade becomes very difficult. If you want to use IDE drives, as discussed earlier, you will need to replace the controller and the machine’s BIOS (if you can), and you will have a tough time finding anything but IDE or SCSI drives for sale.

Though you supposedly don’t have to, I feel that it is best to use the same brand of IDE drives in a machine. I have never had a compatibility problem, but they can occur.

Getting to the task at hand, I’m adding an 85-megabyte IDE drive to the Heathkit trainer PC, which already has a 210-megabyte drive. Today, one would certainly buy a drive bigger than 85 megabytes, but this one was available to me for free and it is fine for the purpose of this article. The procedure is the same for installing any hard drive.

The documentation for a hard drive explains how to set its jumpers. The jumpers set the operating mode and sometimes other options. Hard drives have three operating modes: single, master, and slave. Single is when it’s the only drive in a system, master is when it controls a second drive, and slave is when it’s the second drive. The master hard drive is usually C: and the slave D:. When you add a second drive, you also have to reset the jumpers on the existing drive to change it from single to master.

If the new drive is significantly faster than the old drive, then you should make the new drive C: and the old one D: so that the machine boots and runs the operating system off the faster drive. Otherwise it’s much simpler to just add a new D: drive (we’ll discuss how to make your new drive the boot drive shortly). Note that if you already have a CD-ROM drive set up as D:, the new hard drive will disable it. You will have to edit your system files or reinstall the CD-ROM software to correct that problem.

After setting the jumpers on the new drive, and resetting the ones on the old drive if necessary, the drive can be installed in a free bay. The trainer PC has space dedicated to one hard drive; the second drive will be installed with an adapter kit that allows it to fit in a 5¼-inch bay. The hard drive will be installed in the bay underneath the floppy drive installed earlier. That fills the one remaining bay in this PC—one disadvantage, and a major one, to a small case. In this case (literally), a snap-out metal plate must be removed from the bottom bay to gain access.

Hard drives are connected to the controller by a 40-pin ribbon cable and header connectors. The hard-drive ribbon cable should have connectors for two drives. The cable is parallel so it doesn’t matter which connector goes to which drive. You will need a new cable with two hard-drive connectors if the cable going to your present drive has only the one connector, which was the case with the trainer PC. If the connector doesn’t have a key to match a missing pin on the hard drive, just be sure to line up the pin-1 stripe on the ribbon cable to pin-1 on the drive. A four-pin power connector also plugs into the drive. If there is an unused connector available, you are home free; otherwise you will need a Y adapter to share the connection with another device.

After all connections are made to the new drive, and all other hardware is reinstalled, turn on power and enter the CMOS setup menu. You need to change the CMOS settings to alert the computer to the presence of the new drive, and provide configuration information (number of heads, cylinders, sectors per track, etc.). Your computer’s setup menu will give you a list of common configurations; there’s also a user-defined setting that lets you manually enter the drive’s configuration. Sometimes there is an automatic setting where the computer will try to figure out for itself the configuration of the drive. When setting the drive’s configuration in CMOS, be careful not to exceed the physical specifications and maximum capacity of the drive.

If you wish, your drive can be divided into partitions that behave as individual drives. Versions of DOS earlier than 4.0 limited the capacity of the drive, so partitioning had to be done. Each partition is assigned a different letter, for example, C:, D:, E:, and so on. The FDISK utility (part of DOS) lets you partition a drive. If you partition or format a drive at any level you erase all data, so back up the drive first if that could be a problem for you. The FDISK menu is self-explanatory and easy to use. But its best to keep things simple. Newer versions of DOS don’t have drive-capacity limitations and you should probably just leave the drive as one big partition; that is what most users do.

IDE drives are low-level formatted at the factory—it can’t be done by the user. While not always necessary with a new drive, high-level formatting verifies the information written to the disk in the factory low-level format, and also establishes drive access information used by the system. It also creates the file-allocation table (FAT) used by DOS for drive access. A high-level format is initiated by the FORMAT command (FORMAT D:, for example). Refer to your DOS manual for details. You can verify the newly formatted capacity using the DOS CHKDSK utility (once again, see your DOS).

If you want to make the drive bootable, you must boot from floppy, set the new drive’s primary DOS partition to active in the CMOS setup menu, copy all system files to the boot sector, and then rearrange and/or reinstall all of your software. Once all of that is done, the new hard drive is ready for use.

Next Time. That’s all for now. In the next installment of this occasional series on upgrading and maintaining personal computers we’ll delve into a subject that can give even the most experienced user fits—adding multimedia components to an existing machine. Watch for it!
Squeezing the maximum results from minimum antenna space is a problem that faces many shortwave listeners. While the problems faced in reception are nowhere near as difficult to overcome as those for transmission, there are still many challenges to be faced, and many ways to face them. In this article we will present practical solutions for the space-challenged shortwave listener (SWL) who has no place for a large, conventional receiving antenna. We'll cover both indoor and outdoor set-ups, and deal with many of the topics associated with antenna design and construction. There's a lot to cover, so let's get right to it.

Some Basics. Whatever the antenna, you seek to do two things: maximize the signal to the receiver and minimize the pickup of noise or interference. Usually, you can obtain good reception with a very modest antenna. Often, the built-in antenna on a portable receiver is adequate. However, most portable radios and practically all communications receivers have an external antenna jack—ideally for an outdoor antenna, if local restrictions don't prevent you from erecting one.

Homebrew Solutions. You can usually fabricate your own shortwave antenna for considerably less than the cost of a commercial kit or ready-to-install antenna. Another reason for building your antenna yourself is that you can learn more from the process. We'll sample a few basic antenna types here, but bear in mind that there is no overall "best" antenna. Each type has its advantages and disadvantages; those pluses and minuses are magnified with limited space and hidden antennas.

The first thing we'll consider are some makeshift and temporary antennas. For instance, many SWLs simply attach a 15- to 30-foot length of insulated wire to the set's external antenna jack, stretching the wire across the room. If the radio doesn't have an antenna jack, you can clip the end of the antenna to the whip using an alligator clip.

One alternative to whips and clipped-on singlewires is the "window-screen antenna." You can run a short length of wire from the radio's whip to your screen. If there is no screen, or if the screen and frame are grounded, you can tape a large square of window screen onto the glass and run a wire connection directly to the radio. Another idea is to fasten a rod antenna to a windowsill with a suitable bracket; a CB whip antenna and mount sometimes can be used for that.

While those solutions are fairly simple, the improvement they provide will likely be only marginal. You'll obtain much better reception if you string your wire outdoors. An external antenna is one of the best things you can do for your receiver to improve reception. You can use practically any hunk of wire as a random length shortwave antenna, even a very short one, but the best results will be obtained with one between about 25 and 100 feet and strung as high in the air as possible (see Fig. 1). You can bend the antenna horizontally or vertically as needed to fit your lot with little reduction in reception effectiveness.

The far end of the antenna is simply attached to any convenient, non-grounded support (a side of a build-
Fig. 1. A random length of wire is the simplest of horizontal antennas. You can use practically any length of wire, even a very short one, but lengths between 25 and 100 feet and strung as high and in the clear as possible work best.

The MFJ-1024 is a popular active antenna with listeners. Covering 50 kHz to 30 MHz, it’s mounted outdoors for maximum signal and to keep it away from electrical noise.

For transmitting, antenna efficiency and feedline matching is very important, so the dipole should be of the proper resonant length. For reception, those factors are much less important. If space is at a premium, you can obtain satisfactory reception with even a very short dipole.

Many SWL’s obtain good results in limited space by shortening the span without shortening the antenna. You can bend the dipole around corners, keeping the length of wire in the air as great as possible. You can make the dipole in the shape of a “V” or inverted “V”, or run it vertically. If room is lacking, you can still get good results with the dipole tacked up along the roof eaves, with the center insulator at the peak.

A Sloper is a semi-vertical variation on the dipole that can save you space and often can be made to fit where a full-length dipole won’t fit. The classic Sloper is an ordinary dipole with one end attached high up on a building or other support and the other end staked down to the ground; see Fig. 2.

Some hobbyists install multiple Slopers cut to different bands or oriented in different directions because they take up little space. The Sloper is a good DX (distance) antenna, and is directional from where the lower end of the antenna is pointing.

Another way to get dipoles to fit in physically limited spaces is to use traps. Traps are resonant tank circuits inserted into the antenna’s radiators to make the antenna electrically longer than its physical length. Another use for traps is to electrically separate or isolate segments of an antenna to allow a single dipole to be resonant over several frequency bands.

While they will certainly work best outdoors, dipoles can also be mounted indoors, in an attic. Of course, you will want to get the radiators as close to the appropriate length as possible. You can “cheat” by bending the wire as required to fit, or by using one of the reduced-space designs such as the “folded” dipole (made from TV-type twin lead). Some SWL’s have even reported success with two stretched-out Slinky toys fed as dipoles. The use of traps, however, is not recommended for indoor dipoles.

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Also, when mounting indoors, keep your antenna away from telephone, cable-TV power, and other wiring.

Another solution where space is at a premium is the vertical antenna as shown in Fig. 3. Both single- and multi-band vertical antennas take up little horizontal real estate and give good results when antenna space is small: quarter-wave verticals require only half the length of comparable horizontal antennas.

With a vertical antenna, you connect the center conductor of the coax transmission line to the vertical portion of the antenna and the coax shield to ground. Traps can also be used with verticals, allowing for multi-band operation.

A good ground is important for the vertical since a ground for RF effectively takes the place of "the missing half" of the dipole. Vertical antennas that are elevated above ground level and use a system of radials are called ground-plane verticals.

Hidden Antennas. Any of the solutions presented thus far will work if space is the only limitation that the SWL must face. Unfortunately, many SWLs also face significant antenna restrictions in their neighborhoods or in their apartment or condo complex.

They're always looking for ideas for hidden and disguised antennas the neighbors or the landlord won't complain about simply because they don't know they're there.

Inventive SWL's have come up with lots of ideas for camouflaged and hidden antennas. Those include disguising an antenna to look like a powerline run to a backyard shed, using a tall birdhouse or a basketball hoop support pole as a vertical antenna, running a V-shaped dipole under roof eaves, making the antenna look like a clothesline, running a thin wire on the outside of an apartment building, and tossing a random length of wire out of an apartment window into nearby trees.

One popular approach when outdoor antennas are prohibited is to use the building's rain gutter as a receiving antenna. To do that, run a length of insulated wire out of your window and clip it to the gutter downspout. That type of antenna is not a great performer, and might not work at all if the downspout is grounded.

A balcony often provides opportunities for mounting antennas in ways that they won't be easily noticed, and balcony mounting allows the antenna to be located outdoors. The steel
This miniature receiving antenna, the PA-355 Super Snooper from Palomar Engineers, comes in a waterproof PVC case for outside use where a full-sized outdoor antenna is not possible or an amplified outdoor antenna is not desirable.

Railings on most balconies are usually grounded and sturdy enough to support a base- or center-loaded, amateur-style mobile antenna. Some "fish" for signals on their balcony by using a fishing rod or a broomstick supporting an antenna carrying a weight on the end.

You might have to be highly creative in setting up your antenna. For example, at least one state, Florida, has a law permitting condominium owners to display a U.S. flag, regardless of any local rules or regulations. One Florida amateur, living on an upper floor of a condo that had an outside-antenna prohibition, used a mobile whip on a quick disconnect clip, placed outside of the window in a horizontal position with a small flag attached to the tip. That letter-of-the-law arrangement let him get on the air. A similar trick might also work for you if you're an SWL.

Commercial Solutions. Although commercial antenna kits and ready-made antennas are usually more expensive than building your own, you have the advantage of knowing that the antenna is of a proven design and that all the accessories and parts you'll need are there. A wide variety of SWL antennas are available commercially.

While you can use practically any length of wire as a random-length wire antenna in a pinch, several firms offer complete kits of simple antennas. For instance, Radio Shack sells an inexpensive ($9.99) single-wire antenna kit (catalog no. 278-758), consisting of a 70-foot radiator, 50 feet of lead-in, a window feedthrough, and insulators. Generally the performance of such antennas will be improved if you use a small antenna tuner or coupler at your radio to match impedances.

Palomar Engineers also offers a complete, fully assembled shortwave wire antenna packaged with a noise-reducing BALUN, two ceramic insulators, 40 feet of copper antenna wire, and nylon support cord. The antenna can be placed horizontally, or positioned semi-vertically, like a Sloper. Known as the Model WB-1 White Box (TM), it costs $59.95.

Speaking of Slopers, Alpha Delta Communications, best known for its lightning-surge suppressors and amateur-band Slopers, also offers two excellent long-haul SWL antennas: the 60-foot DX-SWL Sloper (mediumwave through 13 meters) and the limited-space 40-foot DX-SWL/S Sloper, for 90 through 13 meters. Prices range from $59.95 up, depending on the design.

The go-anywhere MFJ-16010 Randomwire Antenna Tuner is small enough to carry in your pocket or briefcase and covers all bands from 1.8 to 30 MHz continuously.

Available from Antenna Supermarket is a 67-foot, end-fed, coil-loaded Sloper covering the AM broadcast bands and 120 through 13 meters. That company also offers their "Eavesdropper" 8-trap, 42-foot-long dipole that covers the shortwave broadcast bands from 11 to 75 meters with one feedline; twinlead and coax feedline versions of that antenna are available. Each antenna is $79.95.

As you might imagine, indoor- and attic-antenna products are plentiful. For instance, Radio Shack offers the Inverted "V" Antenna (catalog no. 20-181). It's a ready-to-install, 65-foot dipole for general-purpose shortwave use. That versatile, simple anten-
Antenna resources

Alpha Delta Communications, Inc.
P.O. Box 620
Manchester, KY 40962

American Radio Relay League
225 Main St.
Newington, CT 06111

Antenna Supermarket
P.O. Box 563
Palaute, IL 60078

Antennas West
P.O. Box 50062
Provo, UT 84608

THE ANT FARM
P.O. Box 3196
Weaverville, PA 18106

The Bilal Company
137 Manchester Drive
Frisco, CO 80443

C. Crane Co.
558 10th Street
Fortuna, CA 95540-2350

FLYTECRAFT
P.O. Box 3141
Simi Valley, CA 93039

Giler Shortwave
52 Park Avenue
Park Ridge, NJ 07656

Grove Enterprises
P.O. Box 98
Braintree, NC 28902-0098

HighText Publications, Inc.
P.O. Box 1489
Solana Beach, CA 92075

KILO-TEC
P.O. Box 10
Oakville, CA 93022

MFJ Enterprises, Inc.
P.O. Box 494
Mississippi State, MS 39762

Multi-Band Antennas
7131 Owensmouth Avenue
Suite 263C
Canoga Park, CA 91303

Palomar Engineers
P.O. Box 462222
Escondido, CA 92046

Radio Amateur Callbook
P.O. Box 2013
Lakewood, NJ 08701

Radio Shack
1500 One Tandy Center
Fort Worth, TX 76102

The Radio Works
P.O. Box 6159
Portsmouth, VA 23703

Radioware Corporation
P.O. Box 1478
Westford, MA 01886

Spi-Ro Manufacturing, Inc.
P.O. Box 5500
Lakeland, FL 33807

Tab Books
P.O. Box 5445
Blacklick, OH 43004-0645

Tare Publications
P.O. Box 493
Lake Geneva, WI 53147

Universal Electronics, Inc.
4555 Grove Road, Suite 12
Columbus, OH 43232

Universal Radio, Inc.
6830 Americana Pkwy
Reynoldsburg, OH 43068

W9INN Antennas
P.O. Box 393
Mt. Prospect, IL 60056

The Wireman, Inc.
261 Pittman Road
Landrum, SC 29356

Worldcom Technology
P.O. Box 3364
Ft. Pierce, FL 34948

na can be mounted in an attic or under roof eaves, space permitting, or it can be installed outdoors on a single mast. Its $29.99.

The C. Crane Company offers several indoor shortwave antennas. Those include a portable, 21-foot "longwire" antenna with a universal clip attachment ($13.95); the Micro Matcher amplified indoor AM/FM/shortwave antenna, to be clipped to any metal raceway such as a window frame ($44.95); and an indoor AM/shortwave shielded loop you can mount indoors or outdoors, up to 100 feet from your receiver ($59.95). C. Crane also offers several indoor AM broadcast-band antennas.

A fancier approach is taken in the FLYTECRAFT Model SFZ "Indoor Multi-band HF Transmitting and Receiving Antenna." It operates as an end-fed "Hertz" antenna having a center loading coil. The antenna offers con- tinuous amateur or SWL coverage from 40 through 10 meters with no gaps; when used with an antenna tuner, its height is adjustable between 7 and 12 feet and installs vertically between the floor and the ceiling. It uses counterpoise radials that you simply place on the floor, either stretched out or coiled up. It costs $179.95.

Another popular indoor receiving antenna is the "active" antenna. An active (amplified) antenna is one that has a built-in preamplifier. The antenna is usually a short whip installed indoors or atop a mast, connected to the remote preamplifier by coax and possibly a control cable.

Outdoor antenna are often good bets when wire antennas are not permitted or desirable. High-rise apartment dwellers find the active antenna a practical antenna solution if they can mount the active antenna's small whip outdoors. Even if you have the space for a full-size antenna, it might prove more practical and simpler to use an active antenna.

If the preamplifier or preselector is tunable, it also can enhance reception by simultaneously peaking in-band signals and rejecting out-of-band signals. Active antennas and preamps are offered by MFJ, Radio Shack, Worldcom, Grove Enterprises, and many other firms.

One of the simplest and least expensive ($29.99) active antennas is Radio Shack's Amplified Indoor Antenna (catalog no. 20-280). That compact antenna is ideal for apartment dwellers and travelers. It delivers up to 20-dB gain; a preselector peaks signals in the 3- to 30-MHz range and helps reject unwanted signals. A gain control helps prevent overloading by strong signals.

Grove Enterprises offers an amplified indoor/outdoor antenna system centered on the Grove TUN-4 Mini-Tuner Plus. That is a 20-dB-gain preamp covering 100 kHz to 30 MHz; it can be used either with the ANT-6 hidden indoor antenna (a thin profile, short flexible wire antenna you can run inconspicuously along molding) or the ANT-2 Skywire outdoor antenna (a 66-foot off-center-fed antenna). Grove also offers an unamplified reel-out antenna for portables, the ANT-16; it clips to the whip antenna of your portable radio.

Loop antennas are another popular alternative. Most wire-type, outdoor, receiving loop-antennas require but a single element; both sides
of the transmission line are connected to opposite ends of the element. That type of loop is somewhat directional and usually requires a good deal of space because its element typically is a full wavelength long.

Other loops are small coils of wire on a ferrite form. That type of loop is very popular because it's highly directional, it can be used to deeply null unwanted signals on the same frequency, but coming from different directions, and it is quite suitable for indoor use.

While you can use a ferrite loop on HF they come into their own on ME LE and VLF. At those frequencies, a horizontal dipole is almost useless because it's always too close to the ground (relative to the signal's wavelength), and vertical antennas are noisy from interference from computers, TV sets, light dimmers, automobile ignitions, and other devices. The loop rejects most of that noise. Several firms, including Palomar Engineers, Worldcom, and others, offer receiving loops.

For example, the NXL-1000 Noise-Canceling Indoor Shortwave Antenna from Worldcom Technology offers high gain, sensitivity, and noise-rejection. It rejects noise by using an electrostatically-shielded Faraday loop antenna atop the unit; the loop cancels most noise. The loop is mounted on a tiltable turntable mount to allow further nulling of noise sources as well as nulling of interfering stations. The antenna costs $89.95.

A different approach is taken by MFJ Enterprises. Their MFJ-1782 Super Hi-Q Loop Antenna offers a relatively large (26-inch diameter) magnetic loop that can be used for receiving and transmitting over 10-30 MHz. The $269.95 antenna is quiet and has a narrow bandwidth that helps reduce receiver overloading and interference from out-of-band signals. It's suitable as a portable antenna used from hotels, motels, and motor homes. It's also effective in apartments and condos where the antenna can be mounted on a balcony or in the attic. Several firms make unusual compact antennas; some are for receiving only, while others are designed for transmitting. Here are two intriguing antenna systems to consider, especially if you like to DX the ham (Continued on page 89).

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**Antenna Catalogs**

Besides their convenience, mail-order radio catalogs and product information sheets extend your horizons, providing access to equipment and supplies that might not be available locally. Fortunately, there is an abundance of catalogs you can obtain offering a wide selection of SWL antennas and receiving accessories. Here are some of them:

**Antenna Supermarket.** Antenna Supermarket offers several HF SWL antennas, including the popular "Eavesdropper" gas-tube lightning-surge arrestors, and various SWL antennas. Besides the product sheet there's a short but useful beginner's tutorial on receiving-antenna selection, installation, lightning protection, and weather protection.

**Antennas West.** Antennas West offers some novel amateur and SWL antennas and accessories. Those include an "invisible" 300-ohm indoor twinline on transparent tape that can be stuck to walls and run through closed doors. They also carry "slinky"-based indoor antennas for apartment, motel, attic, and portable use. Their products emphasize casual, on-the-go antenna needs.

**ANT FARM Antennas.** That Pennsylvania firm offers several wire-antenna kits for radio amateurs and SWL's. Those include a 43-foot long SWL antenna that covers 2.4-30 MHz and a high-performance all-band 47-foot amateur HF antenna for restricted space. New products include loaded dipoles and Slopers for 160, 80, and 40 meters, and a very compact HF antenna.

**Gilver Shortwave.** Gilver's 30+ page catalog makes a good sourcebook. Numerous accessories are featured, including passive and active antennas, lightning arrestors, surge protectors, and cables. Offerings include HF dipoles, longwires, and Slopers; active antennas for VLF through UHF; and indoor receiving loops.

**Grove Enterprises.** The Grove catalog has many hints and tips for the listener, including tutorials on choosing shortwave receivers, scanner radios, antennas, and accessories. The catalog has a number of antennas and antenna accessories of interest to SWLs, including an amplified indoor SWL antenna system, the 66-foot ANT-S Skywire dipole, various lightning protectors, and many other items.

**KILO-TEC.** That company sells a variety of antenna parts and accessories, including four HF dipoles. Accessories include center connectors, weather-boot kits, pulleys, Dacron rope, lightning arrestors, stainless eyebolts, BALUNS, antenna wire, openwire feedline, twinlead, tuners, and filters.

**Radioware.** Various antennas and RF accessories are offered. Included are amateur, SWL, and scanner antennas, antenna and grounding wire, antenna traps and BALUNS, relays and switches, transmission line; lightning-protection accessories; insulators; and other antenna components and accessories. Almost everything sold is illustrated with a photo.

**The Radio Works.** Their General Catalog's focus is on HF wire-antenna systems and components such as coax, antenna wire, and connectors. Also offered is a Reference Catalog. It contains detailed features on designing and installing wire antennas. The General Catalog is free; the Reference Catalog is $4. The two catalogs make good sourcebooks on wire (including limited-space) antennas for shortwave and amateur radio.

**Spi-Ro Manufacturing.** Spi-Ro is a good source of antenna accessories and parts. They offer several amateur and SWL antennas, including limited-space dipoles, multiband-trap dipoles, and Slopers, and a variety of single-band antennas. Their flyer also shows BALUNS, center connectors, coax, ladderline, insulators, lightning protectors, support rope, surge protectors, antenna traps, and other parts and accessories.

**W9INN Antennas.** Proprietor Bill Fanckboner, W9INN, focuses on amateur multiband Slopers and dipoles; he also manufactures shortwave receiving antennas sold by other vendors. The W9INN antennas are custom assembled complete with center connector, Dacron line, spreaders, and other needed accessories except for coax, which you supply. The W9INN catalog includes many useful sketches and configuration suggestions and ideas.
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- First Electric Motor Project, October
- Ground Fault Technology, November
- Keeping Up with Pacemakers, July
- Living with Lightning, October
- Make Your Own Iron-on PC Patterns, July
- Old-Time Radio Circuits, March
- Oliver Lodge: Radio's Forgotten Pioneer, July
- Restoring a Classic SW Receiver, April
- Solar Power, Experimenting with, June.
- St. Elmo's Fire, September
- Surface Mount Technology, November
- Television Night, a Look Back, July
- Tune-in to Satellite Radio, May
- Using Appliances Overseas, January

**Theory for Everyone**

- 3-Terminal Voltage Regulators, May
- 200,000-volt van de Graaff Generator, October
- All About Batteries, August
- All About Thermistors, December
- CCTV Installation Guide, November
- Connect Anything to Your Computer, August
- Designing Power-supply Circuits, February
- Digital Electronics Introduction, April
- Experiments in Electrophotography, March
- Fiber-Optic Communications, April
- Galvanometer, Build and Learn, September
- Lasers, All About, September
- Printer Technology, October
- Signal Generator Circuits Cookbook, November
- Stepping Motors Introduction, March
- Troubleshooting Computer Disk Drives, May
- Troubleshooting Your Printer, December
- Typing Practice Program, August
- Sideband Amplifiers, January
- Wimshurst Machine, December
- WW1 Long Island Spy Station, December

**Selected Projects**

- Audio Ambience Ditherizer, April
- Bit Grabber for Parallel I/O Testing, December
- Car-Radio Silencer, October
- Cordless Test Probes, January
- CW and SSB, Add to a SW Receiver, May
- Digital Entry Switch, November
- Economy Portable SW Receiver, August
- Exhaust Monitor for Car, June
- Experimental AC Hum Sniffer, September
- Game Reaction Timer, April
- Headphone Output for Your CD Player, July
- Hot-Wire Glass Bottle Cutter, December
- Indoor Burglar Alarm, December
- IR-Triggered Sound-Effects Generator, October
- Lie Detector, Simple, January
- Microphone Preamp, Simplest, March
- Mobile Battery Charger, March
- NiCd Battery Tester, August
- Plasma Display, Custom, February
- Receiver Circuits You Can Build, March
- Remote-Control FAX Switch, August
- Serial Cable Tester, January
- Telephone Toll Totalizer, August
- Tesla's Lightning Generators, September
- The Lepton Candle, October
- Ultrasonic Morse-Code Transceivers, July
- Universal 3-Terminal Power Supply, November
- Video Title, Super Simple, September
- Vision System for Robotic Toys, March
- VLF Receiver and Transmitter, July
- Water Leak Alarm, January

**Special Features**

- Antenna Installation, September
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This month, we'll be continuing the Minerva Tropicmaster restoration project that we began in the April column. If you've just joined us, the Tropicmaster is a basically an upgraded version of the AC-DC "All-American Five" circuit used so widely in inexpensive table sets just before, and for several years after, World War II.

Though the eight-tube Tropicmaster has circuit refinements that make it much more of a radio than its more mundane five-tube relatives, the really interesting thing about the set is its battleship-like physical construction.

The radio is built more like a communications receiver than a broadcast set and, in its heavy-duty steel case (complete with drop-front panel to cover controls and speaker grille), it looks as if it would be more at home in an army barracks than in a living room. As a matter of fact, because this radio appeared immediately after World War II, it seems likely to be a surplus military morale set from a canceled army contract. Not much is known about the Tropicmaster's history or that of its manufacturer, and anyone who can enlighten us is definitely invited to write in!

**FIRST, A BIT OF HOUSEKEEPING**

As this month's progress photo shows, the Tropicmaster has temporarily lost its imposing appearance. Cabinet, front panel, speaker, and dial have been removed to facilitate cleaning and restoration. Those of you who have been following the work to date will notice that the oscillator shield can, removed at the beginning of the project for straightening (and assessment of possible damage to the coil inside) has been reinstalled. That was the first thing to be done during this month's session, because I didn't want to risk damaging the unprotected coil as the restoration work proceeded.

Just as its removal had been originally, the re-installation of the cover was an annoying, but not really difficult, project. The can definitely wasn't intended to be removed and reinstalled after the coil had been wired into the set. However, there was enough slack in the leads to allow the coil-mounting studs to be manipulated through the matching holes in the can. A small screwdriver was (very gently) inserted up through the coil form from the underside of the chassis (via the lead "pass-through" hole) to serve as a handle for manipulating the coil.

With coil-mounting washers and nuts reinstalled, the studs on the bottom of the can could now be passed through their holes in the chassis, and their mounting nuts refastened.

The next item to be tackled was the removal of encrusted grime from the top and sides of the chassis. Unfortunately, the chassis will never look new again—that is, unless it is stripped of components and re-plated. There are too many pitted and corroded areas, caused by extended storage in a damp environment. However, a good surface cleaning would definitely result in a fresher appearance.

To do the job, I employed my usual technique—gentle rubbing with a damp rag wet with a small amount of Brasso. The metal cleaner helped to remove some of the surface corrosion along with the dirt, providing a smoother finish. Because it contains very little abrasive, it is not damaging to chassis details such as stencilled-on tube numbers.

However, even with a gentle polish such as Brasso, it doesn't pay to rub too hard. You will inevitably create amateurish-looking "overpolished" areas that don't match the overall look of the finish and—to my eye—are more unsightly than the original grime. I wish I could have done an equally good job of cleaning the bottom of the chassis, which is not as dirty as the top was, but has its share of dust and powdery...
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June 1995, Popular Electronics
mold. It would have been nice to swish the whole thing around in warm detergent, washed up by a rinse and gentle oven-dry (a technique often used on certain commercial electronic equipment).

However, the fiber coil forms used in the sets front-end and IF circuits would probably be destroyed by that treatment. So I'll have to content myself with gentle brushing of the wiring and components, followed up with a "blow-out" using the pressure side of a vacuum cleaner. I'll do that some time after replacing the paper and electrolytic capacitors—which have most of the mold deposits.

RECAPPING: OVERKILL OR NECESSITY?

My attitude on wholesale re-capping has changed considerably since the "Sky Buddy" project, which was the last receiver restoration described in these pages. First of all, I've always been conservative about removal of authentic components. Second, it seemed to spoil the challenge of troubleshooting to replace—at the outset—most of the parts likely to cause problems. I felt it was more sporting to pin-point trouble by shrewd analysis of data obtained from measurements and/or signal tracing. I've also been pretty lucky in the past. Sets that I've repaired have remained stable, even though I'd replaced only the specific components that had failed. However, I've done enough reading, now, about the experiences of others to take the advice of the old timers in this business a bit more seriously.

The paper capacitors of the 1930's, '40's, and part of the '50's (generally, until molded plastic cases had replaced the old wax-coated plastic ones) absorb appreciable dampness from the atmosphere over the years. Eventually, the insulating ability of the paper dielectric becomes compromised and the capacitors will leak or short out—perhaps taking with them components that are much more difficult to replace, such as audio or IF transformers.

Electrolytic capacitors never were intended to be a permanent part of a radio, of course. Most dried out and failed at least once during the time the radio was originally in service. I don't plan to go back, now, and recap all of the sets I happen to own. But I believe I'd completely recap any set that I plan to use regularly—and I certainly plan to completely recap any set that is the subject of a restoration such as the current one.

RECAPPING THE TROPICMASTER

With that in mind, I ordered a couple of fresh electrolytics and a complete set of Sprague "Orange-Drop" capacitors in the sizes and quantities of the paper capacitors listed on the Tropicmaster's parts list. When they came, I was glad that a previous Popular Electronics restoration project had been a capacitor checker. While the caps were certainly orange and looked like the Spragues illustrated in the catalogue I'd bought from, they weren't marked as to make and capacitance (at least not in plain text). Perhaps the units had been made by Sprague, with proprietary markings for use by another manufacturer. Whatever the reason for the coded markings might have been, I was glad to have the checker so that I could verify that the capacitors I had received were the sizes I had ordered. It would have been quite appropriate for the supplier to have included a reassuring data sheet verifying that the units were indeed Spragues, and to have provided a code-number vs. capacitance reference list. But, unfortunately, he didn't!

The old capacitors were changed out, one at a time, with the leads of the new units spaghettied to match the old ones and dressed as much like the old leads as possible. Each of the solder connections involved was separately analyzed to determine the extent to which it should be disturbed. Solder lugs on RF coils were left untouched; those are usually lightweight and easily broken, and also usually carry fine, easily-broken wires from the coil windings in addition to heavier leads from other components. Capacitor leads from such lugs were clipped, leaving an inch and a half or so of slack. The end of such a lead was formed into a tight spiral by coiling a few turns around a stiff wire. The lead from the new capacitor was inserted into the spiral, which held it in place until it could be soldered. If the lug was on a tube socket, terminal strip, or other more substantial component, and if the lug wasn't jammed full with too many leads, a majority of the solder was removed using desoldering braid and a hot iron. If the lead from the capacitor could then be separately uncrimped and removed from the lug, that was done. Otherwise it was clipped close to the lug.

In either case, a hole for the entry of the new lead was made by poking a stiff wire into the lug's "lead space" while keeping the lug hot with the soldering iron. Once the hole was established, it was kept from filling in by removing the soldering iron and moving the wire back and forth until the solder had cooled down.

Sometimes a lug already had an extra hole not filled with solder, making it unnecessary to go through the desoldering exercise. The desoldering-and-hole-making technique was also not attempted on a lug carrying a great many leads. In such cases, the old lead was clipped long and
The new choke leads are firmly attached to the coil by a glob of epoxy cement (center) so that the solder joints (at the top of the coil) will not break again.

pigtailed, as previously described, so that a new connection could be made without disturbing the old one.

I've found a "prick punch" from an old drafting kit (it's like a heavy needle with a cylindrical handle and is used to make tiny holes at precise locations on drafting paper) to be an excellent aid for this work. The tool is quite strong and stiff, yet fine enough to be used as a form for pigtailering and for poking holes in solder lugs. It can also be used to get under old leads to "uncrimp" them from their lugs.

FINISHING UP

After the recapping was completed, progress was made on a couple of other fronts before ending the work session. Temporarily removing the mounting nuts from the volume and tone controls, I pulled those units back as far as their leads would allow so that I could spray in control lubricant/cleaner through the lug openings. After remounting the controls, I worked them back and forth through their ranges of movement several times to get the cleaner/lubricant well worked in. Hopefully, they'll now be noise free. The bandswitch contacts got the same treatment but, being well-exposed, it wasn't necessary to loosen the control to make them accessible.

Having previously located the two ends of the winding of the crudely "repaired" filter choke (see last month's installment of "Antique Radio" for more on that), I was able to solder new lead wires to them. Those new wires were securely attached to the body of the choke with epoxy cement so that they would not tear loose as they had done before. After the cement has thoroughly set, I plan to wrap the core with black masking tape for a neater appearance.

Finally, having noticed that the frame of the tuning capacitor was not attached to the chassis (the only thing holding it in place was the ground strap!), I added some screws, decorative washers, and lock nuts to snug the assembly down against its rubber-grommet shock absorbers.

Well, that all for now. We'll be back next month with more news on the restoration of this most interesting set. Goodbye until then!
Can't Find It? Just askSam

A hard product to categorize, askSam 2.0 for Windows is a cross between a database manager, a word processor, and a full-text indexing system. It has been around in one form or another since the mid-1980's. Back then it was a DOS-only product with lots of promise. Recently, I took a new look at the Windows version, and I am impressed. I had several potential applications, the most immediate of which was to provide some organization for tons of USENET and List Serve files I had been downloading from the Internet.

Before we continue, let me digress for a moment. In case you're wondering what happened to our discussion of object-oriented technology, I've decided that the book I originally recommended, David Taylor's Object-Oriented Technology: A Manager's Guide, does a better job than I could ever hope to do in explaining the basics. If you're new to o-o, buy, beg, or borrow a copy of that book. It'll change your (computing) life. If you're interested in more o-o discussion, or perhaps some talk about o-o tools, e-mail me at jkh@acm.org. If enough people are interested, we'll do more in the magazine. Now, though, let's get back to askSam.

USING ASK SAM
You can use askSam to build a traditional fielded (but not relational) database, or you can just type or import text at will. What you end up with is a file containing multiple documents. A document in askSam is what most database programs would call a record. You can then perform traditional database sorts and extracts on the documents. You can also search the entire file as if it were just one big text document.

For example, I was able to import megabytes of raw ASCII text files into an askSam database, apply its automatic field recognition tools, and get back a "table of contents" to my information. That's a good first step toward truly managing that conglomeration of stuff. askSam can import not only ASCII text, but also standard word-processing (Word, WordPerfect, etc.) and database files. It can also export information in similar formats. Further, it can be used as a powerful word processor in its own right. askSam includes extensive capabilities for finding stuff once you get it into a database: Boolean searches, proximity searches, field-level searches, and others. A Boolean search allows you to combine search terms using the logical operators AND, OR, and NOT. For example, you could issue a search that said to find all articles containing the words "computer" and "electronics," but not the word "Macintosh." A proximity search allows you to specify how near the specified terms must be to one another to count as a "hit." A field search allows you to retrieve all documents in which a field contains a specific value (e.g., last name contains Smith). Wildcards are also supported (e.g., find all documents that contain words beginning with "electr"). In addition, search types can be combined, and search criteria can be saved in what askSam calls a Report, and subsequently reused. You can even search across multiple files.

An easy-to-use hyperlinking facility allows both inter- and intra-document cross-referencing, as well as the ability to execute program commands. The document-linking feature works somewhat like that in the Windows Help System. If you double-click on green underlined text, the screen then displays a new document, a new file, or executes a command, such as running or printing a report.

A read-only run-time version of the program is available at (a reasonable) extra cost for distributing askSam databases.
SOME FINAL THOUGHTS

Installation is easy, and the documentation is fairly good, although incomplete. askSam does not document itself using itself, and there is no full-text search of the WinHelp file. So, for example, there is no direct way to find out how to use wildcards, because the word does not appear in the WinHelp Search index. On the other hand, there is an entry on wildcard searching in the printed index.

As currently implemented, askSam has several gaps and lacks one crucial feature. Gaps include the lack of word-processing-like styles, non-standard windows keyboard usage, and the aforementioned documentation hiccups.

The crucial feature I would love to see implemented is the ability to group documents in related sets, with a drag-and-drop visual interface for moving set members around. What I'm getting at is a hierarchical database in which any given set could have one parent and multiple children. It would be possible to simulate that type of structure using askSam's hyperlinking capabilities, but I'm looking for something that works at a more fundamental level.

Anyway, if you're an Internet surfer, a CompuServe forum lurker, or for any other reason end up with lots of text files, askSam can be a big help. Likewise if you're looking for a simple-to-use fielded database, and don't want to become an expert in SQL.

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June 1995, Popular Electronics
This visit we're going to toss around a number of simple, but useful, circuits. Also included are a couple of circuits to help out our faithful readers.

**IR DETECTOR**

Not too long ago, I had a VCR that would not respond to its remote-control unit, but would operate manually. Because I obviously could not see the remote's infrared output, I couldn't tell if the unit was working or not. The circuit shown in Fig. 1 solves that dilemma.

The circuit uses an IR phototransistor, Q1, to detect a remote control's IR output signal. A PNP transistor, Q2, then amplifies Q1's output and lights LED1. That indicates that an infrared signal has been detected by the phototransistor, or in other words, that your remote works.

**AUDIBLE IR DETECTOR**

Another IR-detector circuit is shown in Fig. 2. It offers an audible as well as a visual output, and also stretches the on time of the detected pulse to make the output easier to see.

Phototransistor Q1 detects a remote's IR output pulse and sends a negative-going pulse to the trigger input (pin 2) of the 555 IC, U1. The 555 is connected in a one-shot timer circuit; the output (pin 3) on time is set by the values of C3, R3, and R5. When an input pulse is detected, pin 3 goes high, lighting LED1 and activating the piezo buzzer, BZ1.

For longer output pulses, set R5 to its maximum resistance value. To lengthen the circuit's on-time range, increase the value of C3, and to shorten the on-time range lower the value of C3.

**TRAFFIC-LIGHT CONTROLLER**

John, an electrician friend of mine, came by the other day to show me his newly acquired flea-market bargain, a traffic light, which he wanted to operate with an electronic light-sequence circuit. Also, John wanted the lights to turn on (and shut off) in the following sequence: Red, yellow, green, and back to red. The sequence would then have to repeat over and over as long as the sequencer circuit received power.

The circuit shown in Fig. 3 fits the bill perfectly. It uses...
The ever-versatile 4017 divide-by-ten counter IC (U1), which is set here to count to four and repeat over and over as long as clock pulses are present at pin 14. Two gates of a quad 2-input NAND gate IC (U5) are connected in a low-frequency oscillator circuit that supplies the clock pulses for the counter IC.

PARTS LIST FOR THE AUDIBLE IR DETECTOR (Fig. 2)

**SEMIWONDUCTORS**
- U1—555 timer, integrated circuit
- Q1—L14G2 phototransistor (Mouser 570-L14G2 or equivalent)
- LED1—Light-emitting diode, any color

**RESISTORS**
- (All fixed resistors are 1/4-watt, 5% units.)
  - R1—15,000-ohm
  - R2—22,000-ohm
  - R3—10,000-ohm
  - R4—470-ohm
  - R5—250,000-ohm potentiometer

**CAPACITORS**
- C1—0.1-µF, ceramic-disc
- C2—0.05-µF, ceramic-disc
- C3—4.7-µF, 16-WVDC, electrolytic

**ADDITIONAL PARTS AND MATRERIALS**
- BZ1—Piezo buzzer
- Power source, wire, solder, etc.

The first output of U1 appears at pin 3, which supplies a positive voltage to U2, a MOC 3010 optocoupler/Triac driver IC, turning it and Triac TR1 on. That lights LED1, the red lamp. The second output appears at pin 2 and passes through D1 to the second MOC 3010, U3, thereby lighting the yellow lamp, LED2. The third output at pin 4 turns on U4 and the green lamp, LED3. The fourth output at pin 7 travels through D2 and into U3 to light the yellow lamp, LED2 again.

If you would like the traffic-light system to follow the normal sequence of green, yellow and red, make the following circuit changes: Disconnect pins 10 and 15 of U1 from each other. Remove D1 and D2 and connect pin 2 of U1 to pin 1 of U3. Then connect pins 7 and pins 15 of U1 together. Use U2 to drive LED3 (the green light) and U4 for LED1 (the red light).

Our next two circuits go out to a reader named Don, who wrote about a flashing string of neon Christmas lights he built more than 25 years ago. Don noted that he would like something similar but more modern, that didn't require a high-voltage source to light the neon lamps.

**NEON CHRISTMAS LIGHTS**

The circuit shown in Fig. 4 is probably similar to the circuit that Don built many years ago. It's still a fun...
PARTS LIST FOR THE NEON CHRISTMAS LIGHTS (Fig. 4)

R1-R4—2.2-megohm, 1/4-watt, 5% resistor
C1-C4—0.05-µF, Mylar capacitor
NE1—NE4—NE-2 neon lamp
B1—90 volts (see text)
Wire, solder, etc.

Fig. 5. Using LED's and 3909 IC's, you can make a flashing-light circuit that runs for months on two AA batteries.

PARTS LIST FOR THE SEMICONDUCTOR LIGHTS (Fig. 5)

U1-U4—3909 LED-flasher/oscillator, integrated circuit
LED1-LED4—Light-emitting diode, any color
Cl—C4—220-µF, 16-WVDC, electrolytic capacitor
Wire, solder, etc.

PARTS LIST FOR THE CIRCUIT OF ILLUSION (Fig. 6)

D1-D4—1N4004 silicon rectifier diode
S1, S2—SPST knife switch
U1, U2—120-volt-AC, 60- to 100-watt lamp
Wire, solder, etc.

Fig. 6. Mystify more than a few people with this circuit of illusion. If the diodes are hidden under the components they are connected to, it looks as if a series circuit works with one switch open.

Fig. 7. Here's a 12-volt power supply that is easy-to-build while producing a smooth output.

PARTS LIST FOR THE 12-VOLT POWER SUPPLY (Fig. 7)

SEMICONDUCTORS
Q1—2N3053 NPN transistor
Q2—2N3055 NPN transistor
BR1—3- to 5-amp, full-wave bridge rectifier
D1—14-volt, 1/2-watt, Zener diode

ADDITIONAL PARTS AND MATERIALS
R1—470-ohm, 1/4-watt, 5% resistor
Cl—10,000-µF, 35-WVDC, electrolytic capacitor
C2—470-µF, 35-WVDC, electrolytic capacitor
T1—16- to 18-volt-AC, 3- to 5-amp transformer
SI—SPST switch
F1—1-amp fuse
Fuse holder, aluminum heat-sink material, wire, solder, etc.

CIRCUIT OF ILLUSION

Our next entry is in response to a display a friend remembered seeing many years ago where two knife switches and two AC lamps were displayed on a board with the components all wired in series. By closing either of the switches, one of the lamps would light even with the other switch open. How did the lamp light with one switch open and one closed? That was (Continued on page 86)

circuit to use today because obtaining the high-voltage source for the lamps is not only easy, but cheap as well. Go down to your local discount store and buy ten of the cheapest 9-volt batteries you can find and connect them in series. That 90-volt battery, B1, will keep the four neon bulbs flashing for months on end.

The neon lamps, which are all NE-2 types, will blink on and off several times a second in a random fashion. Increasing the resistor values will slow down the flash rate and add to the battery life.

SEMICONDUCTOR LIGHTS

Okay, Don, the circuit in Fig. 5 will answer your request for a more modern version. That circuit uses four 3909 LED-flasher/oscillator IC's to drive four LED's instead of neon lamps. The circuit randomly flashes the four LED's and only requires a 3-volt power source. It will operate for several months on two AA batteries.

If you would like larger and brighter flashing lamps, you might consider combining part of the circuitry in Fig. 3 with this circuit. The LED's in Fig. 5 can be removed and the 3909's connected (Continued on page 86)
FOR SALE
DESCRAMEL cable with single circuit added to Radio Shack RF modulator and using VCR as tuner. Instructions $10.00. TELECOM, PO Box 832-PB, Brusly, LA 70719.

CLASSIFIED AD ORDER FORM
To run your own classified ad, put one word on each of the lines below and send this form along with your check to:
Popular Electronics Classified Ads, 500-B Bi-County Boulevard, Farmingdale, N.Y. 11735

PLEASE INDICATE in which category of classified advertising you wish your ad to appear. For special headings, there is a surcharge of $11.00.

{ Plan/Kit Business Opportunities For Sale
{ Education/Instruction Wanted Satellite Television

Special Category: $11.00

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6 7 8 9 10
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26 ($40.30) 27 ($41.85) 28 ($43.40) 29 ($44.95) 30 ($46.50)
31 ($48.05) 32 ($49.60) 33 ($51.15) 34 ($52.70) 35 ($54.25)

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TIPS FOR MAIL ORDER PURCHASE

It is impossible for us to verify the claims of advertisers, including but not limited to product availability, credibility, reliability and existence of warranties. The following information is provided as a service for your protection. It is not intended to constitute legal advice and readers are advised to obtain independent advice on how to best protect their own interests based upon their individual circumstances and jurisdictions.

1. Confirm price and merchandise information with the seller, including brand, model, color or finish, accessories and rebates included in the price.

2. Understand the seller's return and/or refund policy, including the allowable return period, who pays the postage for returned merchandise and whether there is any "restocking" or "return" charge.

3. Understand the product's warranty. Is there a manufacturer's warranty, and if so, is it for a U.S. or foreign manufacturer? Note that many manufacturers assert that, even if the product comes with a U.S. manufacturer's warranty, if you purchase from an unauthorized dealer, you are not covered by the manufacturer's warranty. If in doubt, contact the manufacturer directly. In addition to, or instead of the manufacturer's warranty, the seller may offer its own warranty. In either case, what is covered by warranty, how long is the warranty period, whether the product be serviced, is there a charge for service, what do you have to do to obtain service and will the product be repaired or replaced? You may want to receive a copy of the written warranty before placing your order.

4. Keep a copy of all transactions, including but not limited to cancelled check, receipt and correspondence. For phone orders, make a note of the order including merchandise ordered, price, order date, expected delivery date and salesperson's name.

5. If the merchandise is not shipped within the promised time, or if no time was promised, within 30 days of receipt of the order, you generally have the right to cancel the order and get a refund.

6. Merchandise substitution without your express prior consent is generally not allowed.

7. If you have a problem with your order or the merchandise, write a letter to the seller with all the pertinent information and keep a copy.

8. If you are unable to obtain satisfaction from the seller, contact the consumer protection agency in the seller's state and your local Post Office.

After following the guidelines, you experience a problem with a mail order advertiser that you are unable to resolve, please let us know. Write to Advertising Department, Gernsback Publications Inc., 500B Bi-County Blvd, Farmingdale, NY 11735.

Be sure to include copies of all correspondence.
The control room is dark, transmitters are silenced, it is as quiet as a tomb.” With those words, Fred Haney, station manager of the Voice of America’s Bethany relay station in Ohio, described the shutdown of the venerable worldwide transmitting facility. “After over 50 years of continuous international broadcasting, Bethany relay station no longer exists. We pulled the ‘big switch’ at 1800 UTC on Nov. 14, 1994.”

The End of an Era

BETHANY RELAY STATION
VOICE OF AMERICA
September 23, 1944
November 14, 1994

This is the QSL card issued for receptions on the last day of operation by the Voice of America’s Bethany transmitter site in Ohio, marking a half century of airing VOA programs to the world.

The U.S. government concluded that the transmitting facility near Mason, OH, was no longer needed. The decision was part of a $400 million, four-year plan to consolidate VOA broadcasting. The VOA continues to operate from Stateside facilities at Greenville, NC, and Delano, CA, and a number of overseas relay sites.

The station’s plant supervisor, David Snyder, in his shutdown report, noted that broadcasting began in the area in the early 1920s, with Crosley Radio stations WSAI and WLW. “The oldtimers tell of the Crosley engineers driving around the Cincinnati area with a receiver,” Snyder recounts, “looking for a spot with the best radio reception.”

Those radio pioneers had concluded that a “hot” spot for reception also would be best as a transmitter site. Both Cincinnati’s WLW medium-wave transmitter and two shortwave outlets were located there.

Even before Pearl Harbor, Crosley engineers were operating a 75-kilowatt SW transmitter, WLWO, then the most powerful in the nation. The U.S., at the start of the war, had only 14 shortwave transmitters, compared to some 68 under Nazi control and 42 operated by the Japanese. “In a drastic effort to remedy this situation,” Snyder said, “the Board of War Communications called a conference in Washington, DC . . . at which plans were made for . . . the design and construction of six 200-kilowatt transmitters.”

The job of designing, manufacturing, and installing those units was given to the Crosley Corp. It was a tremendous undertaking, because there were no vacuum tubes, no output circuits, and no antennas in existence that were capable of such power. But by Sept. 23, 1944, three of the new 200-kW units were operating at the Bethany site, beaming VOA programming around the world.

By the early 1960s, the transmitting facility had been taken over from Crosley by the U.S. government. There were two major modernizations, one in the mid-60s, the other in 1989. When broadcasting ceased last November, there were six 250-KW transmitters on the 625-acre Ohio broadcasting site. Signals went out from 22 directional antennas. Those antennas, and the connecting transmission lines, were supported by 300-foot steel towers and more than a thousand wooden poles, ranging in height to 150 feet.

On the last day of transmission, the station’s staff, most of whom lost their VOA jobs, gathered in the control room for a short ceremony and prayer. Then the assembled staffers sang the National Anthem, Haney said.

The Bethany station now is surplus government property. Some local radio enthusiasts would like to see at least part of the now-silent VOA site used as a museum in honor of its half century of serving as America’s “Voice” to the world.

“What a haunting experience,” Haney said after the shutdown, “to walk around here without those sounds that excited us with a sense of mission, the babble of languages launched around the world that sowed seeds of liberty, freedom, democracy, and hope in countless minds. Bethany made a difference that still remains as history’s witness. Hopefully this national resource will not be forgotten.”

ALFRESCO DX'ING

Doing your shortwave listening in the great outdoors can be fascinating and fun, especially now that we’re
getting into the warmer summer months. SWL's commonly refer to those outings as DXpeditions. They usually are held at some remote rural location far from the electrically "noisy" urban sites where many of us city dwellers usually listen.

For a firsthand report, I recently talked with veteran listener Rich D'Angelo of Wyoming, PA, who had just returned from a long weekend SWL outing at Gifford Pinchot State Park in eastern Pennsylvania. Rich, together with a group of SWLing buddies, have taken their receivers and other listening gear to this site on some 11 or 12 of those weekend retreats during the past several years. I posed some questions and Rich replied:

What makes a shortwave DXpedition enjoyable?

"It offers a chance to get away for a period of concentrated shortwave listening, probably more solid DXing time than most of us can find time for during the usual weekend at home. Also, a DXpedition to an electrically 'quiet' area usually means less static and electrical noise to interfere with SW reception. These getaways give us a chance to share listening opportunities. Sometimes one of our group will stumble upon some exciting new DX catch. He tells the rest what he's hearing, giving us a chance to make a rare logging, too. Multiple sets of ears, listening to the SW bands simultaneously, can cover more of the radio spectrum in a given amount of time than can just a single pair. DXpeditions are fun, too, because we socialize and have a lot of fun with other people who share our crazy hobby."

What sort of locations should one look for when planning a shortwave DXpedition?

"Ideally, it should be a place that has less electrical noise than you usually experience at home. Otherwise, why bother? You'd like to hear stations that are difficult to log back home in the city. Your DXpedition site also should have enough room for stringing long antennas. Unless you plan to operate your equipment on batteries, a reliable source of AC power is important. We look for comfort, too, such as a comfortable cabin. Yes, the adventuresome types may choose to pitch a tent on a mountaintop, but that's not for us."

Next month, Rich will continue, detailing how to plan and prepare for an SWLing expedition. And if you're heading out on your own DXpedition this summer, why not drop a line and tell us about your experiences.

**DOMINICAN REPUBLIC**—6,235 kHz, Radio Quisqueya is a Spanish-language station noted around 2300 UTC with up-tempo Latin music and identifications announcements.

**FINLAND**—15,400 kHz, Radio Finland has been heard at 1330 UTC with an English news broadcast and ID.

**MOLDOVA**—9,620 kHz, Radio Dniester International has been reported broadcasting in English at 2130 UTC from this corner of the former USSR.

**PAKISTAN**—15,625 kHz, Radio Pakistan was logged on this frequency at 1100 UTC with international news, then cricket scores and other sports news in English. After station announcements, it continued with an English news report at slow dictation speed.

**RUSSIA**—5,930 kHz, Murmansk Radio programming is mostly in Russian, but there are occasional English ID's during the 1500- to 1530-UTC time slot.

**SOUTH AFRICA**—4,810 kHz, Radio 2000 broadcasts during our evening hours, around 0230 to 0400 UTC, with easy-listening music, some news and sports, mostly in the Dutch-like Afrikaans language, but also some English.
This month we’ll wrap-up our three-part discussion of the NE-602 single-chip receiver “front-end” by looking at local-oscillator (LO) circuits. Those circuits are used in both superheterodyne and direct-conversion receivers. In the superhet, the LO is either higher or lower than the desired RF by the amount equal to the IF frequency. For example, for a 455-kHz receiver tuning 7.0 to 7.3 MHz, the LO must be either 6.545 to 6.845 kHz, or 7.455 to 7.755 kHz. In direct-conversion receivers, the LO tunes to either the same frequency as the desired RF (SSB or AM), or 500 to 1000 Hz higher or lower (CW).

LOCAL-OSCILLATOR CIRCUITS

There are two general methods for controlling the frequency of the LO in any oscillator circuit: inductor-capacitor (LC) resonant tank circuits or piezoelectric crystal resonators. We will consider both forms, but first let’s cover crystal oscillators. Incidentally, a more in-depth treatment of crystal-oscillator circuits in general can be found in my article “All About Crystal-Oscillator Circuits” that appears elsewhere in this issue.

Figure 1 shows the basic Colpitts crystal oscillator. It will operate with fundamental-mode crystals on frequencies up to about 20 MHz. The feedback network consists of a capacitor voltage divider (C1/C2). The values of those capacitors are critical, and should be approximately:

\[ C_1 = 100\sqrt{\frac{f_{MHZ}}{DF}} \]
\[ C_2 = 1000\sqrt{\frac{f_{MHZ}}{DF}} \]

The values predicted by those equations are approximate, but work well under circumstances where external stray capacitance is small relative to the total. However, the practical truth is that capacitors come in standard values and those might not be exactly the values found using the equations. In those cases, use the next-higher standard value.

If the capacitor values are incorrect, however, the oscillator will either fail to run at all, or will operate intermittently. Generally, increasing the capacitances will make operation consistent, hence the recommendation above.

A problem with the circuit of Fig. 1 is that the crystal frequency is not controllable. The actual operating frequency of any crystal depends, in part, on the circuit capacitance seen by the crystal. The calibrated frequency is typically valid when the load capacitance is 20 or 32 pF although you can specify a different load capacity to the crystal manufacturer at the time of ordering.

The shortcoming of the previous circuit is overcome in the circuit of Fig. 2. In that circuit, a variable capacitor is placed in series with the crystal in order to set the frequency. That trimmer capacitor can be adjusted to set the oscillation frequency to the desired frequency.

The two previous crystal oscillators operate in the fundamental mode of crystal oscillation. The resonant frequency in the fundamental mode is set by the
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84

Figure 4. This overtone crystal oscillator uses third-overtone crystals and will work from 25 to 50 MHz.

dimensions of the slab of quartz used for the crystal; the thinner the slab, the higher the frequency. Fundamental-mode crystals work reliably up to about 20 MHz, but above 20 MHz the slabs become too thin for safe operation; that is, they fracture easily at those higher frequencies. An alternative is to use overtone-mode crystals. The overtone frequency of a crystal is not necessarily an exact harmonic of the fundamental mode, but is close to it. The overtones tend to be close to odd-integer multiples of the fundamental (3rd, 5th, 7th). Overtone crystals are marked with the appropriate overtone frequency, rather than the fundamental.

Figures 3 and 4 are overtone-mode crystal-oscillator circuits. The circuit in Fig. 3 is a Butler oscillator. The overtone crystal is connected between the oscillator emitter of the NE-602 (pin 7) and a capacitive voltage divider that is connected between the oscillator base (pin 6) and ground. There is also an inductor in the circuit (L1), and that inductor must resonate with C1 to the overtone frequency of crystal XTAL1. The circuit can use either 3rd- or 5th-overtone crystals up to about 80 MHz. The circuit in Fig. 4 is a third-overtone crystal oscillator that works from 25 to about 50 MHz.

A pair of variable-frequency-oscillator (VFO) circuits are shown in Figs. 5 and 6. The circuit in Fig. 5 is a Colpitts oscillator, while Fig. 6 shows a Hartley oscillator. In both oscillators, the resonating element is an inductor/capacitor-(LC) tuned resonant circuit. In Fig. 5, however, the feedback network is a tapped, capacitor voltage divider, while in Fig. 6 it is a tap on the resonating inductor. In both cases, a DC blocking capacitor at pin 6 is needed in order to prevent the oscillator from being DC-grounded through the resistance of the inductor.

VOLTAGE-TUNED OSCILLATORS

Figures 7 and 8 show a pair of VFO circuits in which the capacitor element of the tuned circuit is a voltage-tuned variable-capacitance diode, or varactor (D1). Those diodes have a junction capacitance that is a function of the reverse bias voltage applied across the diode. Therefore, the oscillating frequency of those circuits is a function of tuning-voltage Vt. The circuit in Fig. 7 is a parallel-resonant Colpitts oscillator, while that in Fig. 8 is a series-resonant Clapp oscillator.

That concludes our coverage of the NE-602. We hope you’ve found our discussions useful.
Radio Shack's new PRO-62 handheld scanner is upon us just in time for summer activities. It's a piece of gear with 200 memory channels that pulls in a wide range of frequencies.

Look for the PRO-62 to cover 30–54 MHz, 137–174 MHz, 380–512 MHz, and 806–960 MHz, as well as the 118–136-MHz aeronautics band. As with all new scanners covering 800–900 MHz, there's no coverage of the cellular bands. They were locked out during the manufacturing process and are now almost certainly beyond retrieval (due to recently implemented FCC regulations).

The PRO-62 is set up with ten 20-channel memory bands. It also offers a bonus of 10 separate, additional monitor channels in a special bank designed to store new frequencies found while in search mode. The unit scans at 25 channels per second, but will search at a jaunty 50 channels per second. It can receive AM and NFM signals.

Inside, its triple conversion, which makes the PRO-62 extremely resistant to interference. The IF frequencies are 455 kHz, 21.4 MHz, and 257.5 MHz. Spurious rejection (FM at 154 MHz) is 40 dB. Selectivity is rated at −6 dB at ±10 kHz and −50 dB at ±20 kHz. FM sensitivity, −20 dB (S+N)/N at 3 kHz deviation, is 1.0 µV to 512 MHz, then 2.0 µV above 806 MHz. AM sensitivity, −20 dB (S+N)/N at 60% modulation is 2.0 µV below 512 MHz and 4.0 µV above 806 MHz.

The Radio Shack PRO-62 will hold its memory without batteries installed, or another DC source, for as long as an hour. A large and easy-to-see LCD readout provides all the information.

Operation is straightforward and uncomplicated. It looks good, does a fine job, and is well built. What more could you want in a handheld?

FREQUENCIES TO GO

Drive-throughs at fast-food emporiums have always been a source of fascination to scanner owners. It was only after several years of receiving mail asking for or offering drive-through frequencies that one reader finally let me in on what the excitement is all about.

Apparently, the comments that employees make to one another about the drive-through customers aren't always very complimentary. In fact, it's said that they can be gross, and are often hilarious. Every word they say is picked up and broadcast over their head-piece short-range communication units.

From what I can discern, many different channels are in use, even within the various national and larger regional fast-food chains. There do seem to be certain favored frequencies that are used at more of a chain's locations than others. At each drive-through location, one frequency is used for the customer to place the order, while the other is used by the employees. The employee channel is the one to monitor.

Here's a sampler of the more widely encountered frequencies of several.
larger chains. There's no guarantee that the following are in use in your local fast-food eateries, but you can give a try whenever you get in close range to one of those places.

Arby's often uses 154.57 MHz, as does Hardy's. See if your nearest Wendy's can be heard on 154.54 MHz. McDonald's has been reported on 151.895, 154.60, 170.245, and 171.105 MHz in the U.S., and in Canada on 151.67 MHz. Try for Burger King on 465.8875 and 467.7875 MHz. Listen for Taco Bell on 465.8875 MHz.

Why not pass along specific fast-food drive-through frequencies that you have confirmed? If enough come in, they'll appear here! (If you intend to conduct an in-depth study of fast-food frequencies, better take along some Tums!)

OIL BE SEEING YOU SOON

It's unpleasant to see in the media how our harbors, waterways, and larger lakes are sometimes marred by accidental oil spills. As soon as I learn about one of those ecological accidents, I flip on certain channels that will put me behind the headlines.

There are special frequencies reserved for coordinating oil-spill clean-up operations. They are used by private firms as well as by government agencies. They provide a chance to listen in on a lot of interesting things that never make it to the nightly television news or the morning paper. To me, it's one of the best uses of a scanner. And I can stay home without getting oil all over my shoes!

Check out these frequencies: 36.25, 41.71, 122.925, 150.98, 154.585, 156.75, 157.075, 158.445, 159.48, 454.00, and 459.00 MHz.

FROM THE MAIL

Peter Rafferty, of Bar Harbor, Maine, asks for a list of the channels used by the new 900-MHz cordless telephones. Those phones all operate in the 902–928-MHz band, but they aren't assigned specific channels (as are 46-MHz cordless phones). They are allowed to operate on channels anywhere in the available band. Furthermore, the 900-MHz phones use a transmission method that cannot be copied by the current generation of scanners.

From Harris Wahl, of San Diego, California, comes a letter expressing a serious interest in 800–900-MHz band reception, but pointing out that rubberized and many other all-band antennas are "inadequate" out there. He asks for suggestions.

CRB Research offers a scanner ground plane (Model MAX-HH) specifically designed to help handhelds with BNC antenna connectors capture weak signals in the 800–900-MHz range. Another version, Model MAX-CMP, mounts directly to the BNC fitting on desktop scanners for indoor use. Both can also be attached to preamplifiers or 800-MHz converters. At a base station, the mounting method eliminates the high signal losses at 800-MHz in runs of coaxial cable between a scanner and a roof antenna. Though peaked for the 800-MHz band, the antennas also provide local reception on other VHF/UHF bands, which is an added benefit to purchasing one.

Both models are precision manufactured with stainless-steel elements, silver solder, and PVC. The MAX-HH costs $31.95, and the MAX-CMP costs $35.95. Shipping and handling for each unit are $5 (S6 to Canada). New York State residents must add $3.14 sales tax for the MAX-HH and $3.48 for the MAX-CMP. Both are available from CRB Research, Box 56, Commack, NY 11725-0056; Tel. 1-800-656-0056 (516-543-9169 from Canada, Alaska, and Hawaii). Visa and MasterCard are accepted.

the mystery produced by the display.

Like most mysteries or magic events, something important must be hidden from view to effectively produce an illusion. That "something" is exposed in the circuit diagram in Fig. 6. Four diodes are connected, as shown, one across each of the components, and are hidden from view under the components.

Here's how the illusion works: Closing S1, with S2 open, causes negative current to flow through S1, D2, D3, and I2. Lamp I2 then lights at about half its full brilliance, and I1's voltage source is blocked by D3. With S1 open and S2 closed, positive current flows through D1, S2, I1, and D4, lighting I1 at about half of its full brilliance. Lamp I2 is then blocked from lighting by D4. Closing both switches lights both lamps.

12-VOLT POWER SUPPLY

Our last entry goes out to Matt, a 13-year-old reader, who would like a circuit for a simple, but dependable 12-volt DC power supply. Well, Matt, take a look at the circuit in Fig. 7 and see if it will do the job.

A 16- to 18-volt, 3- to 5-amp transformer, T1, supplies voltage to a 3- to 5-amp bridge rectifier, BR1. The rectifier's DC output is smoothed out by C1 and fed to a simple regulator circuit made up of transistors Q1 and Q2, resistor R1, and Zener diode D1. The 14-volt Zener supplies a fixed-voltage reference at the base of Q1. Transistor Q1 supplies a slightly less than 14-volt reference to the base of the 2N3055 power transistor, Q2.
Designed as a travelling companion for the radio enthusiast, this book of maps contains the locations of thousands of open repeaters throughout the United States, Canada, and Mexico. Full-page, detailed maps show all highways and major cities in each state, and local repeaters are shown right on the map page, in easy-to-read type.

The fifth edition (1995/96) contains updated maps and table listings of every known open repeater in each state. Frequencies are shown for every city with an open repeater. The tables are organized alphabetically by city to make it easy to find new radio contacts while on the road. For each city that is shown, 10-, 6-, and 2-meter, 220- and 440-MHz, and 1.2-GHz repeaters are shown. The book also presents sub-audible (PL) tones and autopatch information.

U.S. Repeater MapBook 1995/96 is available for $9.95 plus $4 shipping and handling (California residents add 8.25% tax) from Arisci, Inc., P. O. Box 1428, Burbank, CA 91507; Tel. 818-843-4080; Fax: 818-846-2298.

CIRCLE 99 ON FREE INFORMATION CARD

USING PAGEMAKER 5 FOR WINDOWS
by Martin Matthews & Carole Matthews

Aimed at new or upgrading PageMaker users, this book/disk package provides all the information needed to create everything from simple forms and flyers to newsletters, catalogs, and annual reports. The book covers all the latest features of PageMaker 5 for Windows, including expert kerning and extensive color manipulation with four-color separations, spot color, and process color. Users will learn how to work with professional tools such as Aldus Additions, Control Palettes, and True Type fonts. The disk contains all the sample projects in the book, along with additional text and graphics files from Word for Windows, Word for DOS, WordPerfect, CorelDRAW!, Micrografx Designer, Excel, and dBASE that can be imported into PageMaker 5.

The book is divided into three distinct sections. The first provides an overview of desktop-publishing concepts, Windows, and basic PageMaker features. In the second section, readers are guided through three common desktop-publishing projects: business forms using the Table Editor, an advertising brochure that introduces users to importing graphics, and an in-depth introduction to color concepts. The third section shows how to "dress up" multi-page documents, including a financial report, a catalog, and a newsletter, while learning how to import files found on the companion disk.

Using PageMaker 5 for Windows costs $39.95 and is published by Osborne McGraw-Hill, 2600 Tenth Street, Berkeley, CA 94710; Tel. 510-649-6600; Fax: 510-549-6603.

CIRCLE 96 ON FREE INFORMATION CARD

SIMPLIFIED DESIGN OF SWITCHING POWER SUPPLIES
by John D. Lenk

This all-inclusive, one-stop guide to switching-power-supply design describes the operation of each circuit in detail. Aimed at students and experimenters as well as design professionals, no previous design experience is required to use the techniques presented in step-by-step instructions and detailed diagrams.

The book concentrates on the
users become faster and more efficient at their work. It offers practical advice and solutions for a variety of challenging UNIX tasks. Beginning with the basics, it explains how to get going and get help, covering shells, security, and keeping track of your files. It goes on to cover moving around and moving text, describes the differences between the command mode and the edit mode, and helps users master macros. X Windows is covered in detail, including opening windows, designing the desktop, using the mouse, and exploring existing X programs. The book shows readers how to use UNIX utilities, and how to avoid common UNIX pitfalls. It also explains communicating with non-UNIX computers, sharing files, logging in remotely, and using network commands.

Voodoo UNIX: Mastery Tips & Masterful Tricks costs $27.95 and is published by Ventana Press, P. O. Box 2468, Chapel Hill, NC 27515: Tel. 919-942-0220; Fax: 919-942-1140.

CIRCLE 91 ON FREE INFORMATION CARD

MAKE MONEY WITH YOUR PC!
by Lynn Walford

This thought-provoking book can help make your dream of starting your own business from your home or office a reality. It presents the facts on how to choose, plan, market, and manage a computer-based business for both Macintosh and IBM-compatible PCs.

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Exercises at the end of the chapter are designed to help readers develop self-discipline; create business, marketing, and management plans; and set and accomplish goals. Brain-storming sessions are included to inspire readers to have similar sessions with their friends, colleagues, or family members to stimulate new ideas.

The book also contains real-life success stories, including illustrations of common mistakes to avoid. The sections on hardware and software include questions to ask before you buy anything.

Make Money With Your PC! costs $7.95 and is published by Ten Speed Press, P. O. Box 7123, Berkeley, CA 94707; Tel. 800-841-2665; Fax: 510-524-4588.

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"HOW IT WORKS" BOOKS
from Jensen Tools

The four volumes in the "How It Works" series of books for computer users are patterned after a technical-help column that debuted in PC/Computing magazine. How Computers Work and How Software Works are both written by Ron White, an original contributor to the magazine column. All four books aim to render the technology of computers, software, and networks understandable even to the non-technical user.

How Computers Work is organized by the six identifiable components and/or operations of IBM-compatible PCs—the boot-up process, the microchip, data-storage devices, input/output devices, networks, and printers. Other chapters in the book discuss transistors, microprocessors, keyboards, serial and parallel ports, scanners and OCR's, pen-based computers, LAN topologies, fonts, and printer types.

How Software Works takes the mystery out of computing, explaining in simple terms how hardware and software work together. The presentation is organized by types of software—database, spreadsheet, word-processing, graphics, communications, and Windows-based. An additional section covers programming languages.

How Macs Work, by John Rizzo and K. Daniel Clark, begins with a look inside the Macintosh, dealing separately with the Mac Classic, the Modular Mac, the Quadra, and the PowerBook. It includes chapters on the Mac system, the use of binary numbers and transistors, the CPU, RAM, virtual memory, disk storage, SCSI, the Apple desktop bus, NuBus, Mac sound and video elements, networks, printing, and publishing.

In How Networks Work, Frank J. Derfler, Jr. and Les Freed take an historical approach, using the development of modern communications to help explain and illustrate the underlying technology of modern networks. The book moves on to cover the relationship between computer and telecommunications equipment and the network operating software that helps to integrate it. Individual chapters cover the use of computers as terminals, modems, cabling, interface cards, LAN types and topologies, linking, and workgroup applications.

For pricing and ordering information on the "How It Works" books, contact Jensen Tools Inc., 7815 South 46th Street, Phoenix, AZ 85044; Tel. 800-426-1194.

CIRCLE 93 ON FREE INFORMATION CARD
LIMITED-SPACE ANTENNAS
(Continued from page 66)

bands and frequencies adjacent to them:
The Bilal Isotrons are very small amateur-band HF antennas designed for portable and restricted-space applications where larger antennas are impractical. Some users mount them out in the open, such as on a chimney, since they are smaller than a TV antenna and really don't look like an antenna at all. Most of the Bilal antennas are small enough to fit in an attic.

Despite their small size, the antennas have reasonably large areas and are made electrically resonant using large coils in series with the antennas' capacitive plates. Six single-band versions cover the 160-, 80-, 40-, 20-, 15-, and 10-meter amateur bands. Other models cover various ranges in the regions from 1.8-7.3 MHz and 14.0-30.0 MHz. Prices range from $32.95 to $149.95.

The Spider antennas, from Multi-Band Antennas, are loaded amateur-mobile antennas that automatically change bands without changing resonators; they don't need an antenna tuner. The four-band Spiders are good candidates for installation on vans, campers, motor homes, and freshwater boats. The antennas offer good operating bandwidth and low SWR. Three additional resonators can be installed for seven bands.

The Spiders also are suitable for use in mobile home parks, apartments, and condominiums; balcony-railing and vent-pipe mounting is popular. A special dipole version also is available, as are models tuned to commercial HF marine bands. A selection of resonators, mounts, and accessories is available. A complete Spider system typically costs $150 or more, plus mount; dipoles are $170 and up, depending on the number of bands covered.

Antenna Tuners and Couplers. Strictly speaking, you really don't use an antenna tuner to "tune" an antenna. Instead, tuners (sometimes known as couplers or transmatches) allow you to get the most from certain antennas by adjusting the impedance match between your receiver and antenna system.

While in amateur work tuners usually are adjusted using an SWR bridge, you can adjust them very simply by merely adjusting their controls for the strongest received signal. Another, more "high tech" way is to use an instrument such as an antenna bridge, dip meter, resistance analyzer, antenna noise bridge (ANB), or similar device that has a built-in signal source.

Those instruments let you determine antenna resistance, standing-wave ratio (SWR), resonant frequency, and other parameters without a transmitter. You can monitor changes as you tweak your antenna, lengthening or shortening it or adjusting its tuner to see the effect, without transmitting.

Antenna tuners also perform a second useful function by rejecting unwanted, out-of-band signals and preventing them from getting through to your radio. Many firms, including MFJ, Grove Enterprises, Palomar Engineers, and others, offer SWR tuners.

Some Final Thoughts. Just the fact that your antenna is physically smaller than usual does not exempt it from any of the usual concerns that surround antennas. That is especially true of safety concerns.

If your antenna is outdoors, protect it from lightning. If it normally requires a parallel-conductor transmission line, consider placing a BALUN at the antenna to allow coax feeder to be used instead. The BALUN also connects both sides of the antenna to the cable shield (at DC and low AC frequencies). That reduces static-charge buildup on the antenna; charges flow to ground, not through your radio.

Also protect your vertical ground-plane antenna, even if it's at DC ground potential. When that type of antenna is elevated above ground, run a direct ground wire to its radial system. Don't rely on the coax feedline shield alone for grounding.

Get a good ground. The best way to do that is to have a good, short connection between your antenna system and ground, both for lightning protection and for good antenna performance. If you can, install outdoor ground rods, preferably several six-foot or longer rods connected together with heavy wire. Don't use hot water pipes, gas lines, electrical conduit, or insulated plastic pipes.

You might have to settle for a wire run to a cold water pipe. Sometimes, even that's hard to find in homes and apartments built with plastic piping. Inside steel-frame buildings, a ground connection to the building's frame can be effective.

During an electrical storm, the only safe conductor is a grounded one, so ground or disconnect all antennas when a storm threatens. Use an antenna switch that automatically grounds all antennas except the one in use and that has enough positions so you can turn the antenna selector to an unused position when not using the equipment. Your best bet might be to remove all of your equipment from power and transmission lines during storms, or disconnect them whenever you're not using them.

We won't dwell further on antenna safety in this article. More information can be found in my article "Antenna Safety for Hams and SWLs," which appeared in the May 1995 issue of Popular Electronics. Also, there is an informative, four-page "Antenna Safety Advisory" pamphlet available free from Universal Radio.

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radar gun's performance. If you are comfortable with your work, you can paint the gun now. Otherwise, you might wait until the unit is fully tested before painting it.

Calibration and Use. At this time you can connect the gun to the display unit, apply power, and calibrate it. Calibration is as simple as pointing the gun at a fluorescent light and adjusting R22 for a reading of 18 on the LED display. Any other indoor measurement will be inaccurate due to AC interference. Next go outdoors, point the gun at the sky, and adjust R10 for a reading of 3 or 4. That sets the unit to just below the maximum unstable point and achieves the best range.

You're now ready to catch those speeders. You can try to better calibrate the gun with steadily moving cars, but the fluorescent-light calibration method is pretty accurate.

A/D CONVERTER (Continued from page 50)

Subtract the theoretical value you calculate from the actual voltage value to determine the probe's temperature-correction factor.

As an example, say you have a digital thermometer. Connect the probe to be calibrated to J1. Place the probe element (LM335) next to the thermometer and use a digital voltmeter to read the voltage between pins 2 and 4 of U2. Let's say the thermometer's reading was 71.2°F and the probe's voltage reading was 2.96 volts. Use the thermometer reading of 71 in the formula to calculate the theoretical voltage:

\[
\frac{(71°F - 32°F)}{1.8} + 273.15 = 2.948 \times 0.01
\]

which equals 2.948 volts. Subtract the theoretical voltage from the actual voltage of 2.96 volts to obtain the probe's temperature-correction factor of 0.02 volts.

If a calibrated device is not available, you can use an ice cube made from distilled water, which should have a temperature of 32°F. Place the probe element on the ice cube and record the voltage between pins 2 and 4 of U2. Subtract the theoretical value of 2.732 volts from that reading to obtain the probe's temperature-correction factor.

Checkout and Use. To use the A/D Converter and temperature probe(s), type Listing 1 into the QBasic application provided with DOS. Save the file as ADC831.BAS. Connect your first probe to J1, second to J2, and so on. Apply power to the A/D Converter and set R1 for the minimum input voltage \(V_{in}\) and R2 for the voltage span \(V_{sp}\). Create your setup file and store it in the same subdirectory that ADC831.BAS is in. Now, any time you want to use the Converter, simply load and RUN ADC831.BAS from QBasic.

To use the A/D Converter with other analog input devices (for example, light, pressure, distance, and other types of sensors), disconnect the 2200-ohm resistors (R3–R9) before connecting the other devices.
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June 1995

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Electronics Workbench has no interactive logic probe or Trace capability and no hex or ASCII keys. Their 'word generator' is limited to 16 words. EWB does not have tri-state devices and digital devices do not have programmable propagation delays.

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OUR FINEST Counter-Surveillance Device

THE ULTIMATE IN "BUG" DETECTION EQUIPMENT "DEBUGS" ROOMS AND TELEPHONES!

If you require GUARANTEED PROTECTION against electronic telephone monitoring devices and also require COMPLETE CONFIDENTIAL PRIVACY in certain rooms and areas, we highly recommend the COUNTER-SURVEILLANCE DETECTOR CSD-18.

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This is our finest piece of detection equipment! The CSD-18 quickly locates electronic eavesdropping devices in telephones, homes, offices, vehicles, boats, or concealed on the body. It will actually pick up many eavesdropping transmitters at ranges exceeding 25 feet! Extreme sensitivity is obtained via ultra-efficient amplification circuitry following the RF detection stages. Excellent quality Dynascan Headphones exclude all external sounds to further enhance detector output.

The presence of any "bug" is immediately indicated via a pronounced meter deflection. The CSD-18 quickly "home-in" on eavesdropping transmitters and immediately pinpoints their location. The closer you get to the "bug", the further the needle moves to the right. It's as simple as that.

"FLASHING" LED WARNS YOU INSTANTLY!

And, for maximum telephone security, the CSD-18 automatically analyzes a sophisticated series of electronic measurements along the telephone line and converts the analysis into an easy to follow, step by step, test procedure. No technical knowledge is required or necessary. A visual indication (via a flashing LED) immediately reveals the presence of the various types of telephone "taps" and the flashing sequence identifies the actual type of eavesdropping device.

MAXIMUM SECURITY — EASY OPERATION!

Latest Computer-Age IC circuitry designed exclusively for maximum security and ease of operation, assures the utmost privacy protection possible today against virtually all types of room "bugs" and telephone "taps". The CSD-18 detects even the very latest ultra-sophisticated devices specifically designed to defeat detection via various negating circuits. Also includes multi-line option for testing business telephones.

The CSD-18 provides maximum protection against ALL major categories of surveillance equipment including:

- ALL TYPES OF "CONCEALED TRANSMITTERS"
- "BUMPER BEEPERS"
- "INFINITY" DEVICES
- "BODY" TRANSMITTERS
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BIG MONEY IN COUNTER-SURVEILLANCE

Complete information describing the fantastic opportunities that are now open to trained Counter-Surveillance technicians and exactly how a number of individuals and firms are reaping a huge bonanza in the booming "Eavesdropping" business. You'll learn how the ever increasing use of Electronic Listening Devices by investigative agencies, government agencies, unscrupulous business competitors, jealous suitors, etc., has created a tremendous demand for this type of service.

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- Statistics, tolerance,
- Best for design, incoming testing & production
- SMD and chip component test probe $25.00

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**FUNCTION GENERATOR**

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Popular Electronics (Reviewed - May 1993)

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<thead>
<tr>
<th>Model</th>
<th>Size (W x D x H)</th>
<th>Price</th>
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<tr>
<td>RSB-3</td>
<td>7.5 x 6.5 x 13.25</td>
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<td>RSB-10</td>
<td>7.5 x 6.5 x 15</td>
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**RACK CHASSIS**

**DUAL SLOPE CABINETS**

**METAL CABINETS**

<table>
<thead>
<tr>
<th>Model</th>
<th>Description</th>
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<tbody>
<tr>
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<td>MC-SA</td>
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<td>MC-SA</td>
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<th>Model</th>
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<td>SB-8</td>
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<td>$30.00</td>
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<tr>
<td>SB-9</td>
<td>4.0 x 4.0 x 12.0</td>
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<td>SB-10</td>
<td>4.0 x 4.0 x 16.0</td>
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**HEAVY DUTY RACK CHASSIS**

**METAL CABINETS**

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<td>MC-SA</td>
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**RF SHIELDED BOX**

**METAL CABINETS**

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<th>Description</th>
<th>Price</th>
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<td>SB-10</td>
<td>4.0 x 4.0 x 16.0</td>
<td>$54.00</td>
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<tr>
<td>1-9</td>
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<tr>
<td>10-49</td>
<td>10% off</td>
</tr>
<tr>
<td>50+</td>
<td>20% off</td>
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<tr>
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<th>Wave Master 5500-3</th>
<th>Millenium M-3</th>
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<tr>
<td></td>
<td>Parental Control</td>
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<td>20&quot;</td>
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<thead>
<tr>
<th>1-4</th>
<th>5-9</th>
<th>10-19</th>
<th>20-49</th>
<th>50+</th>
</tr>
</thead>
<tbody>
<tr>
<td>TNT+</td>
<td>59</td>
<td>55</td>
<td>49</td>
<td>45</td>
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<tr>
<td>Stealth+</td>
<td>55</td>
<td>49</td>
<td>44</td>
<td>39</td>
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<tr>
<td>FTB3</td>
<td>49</td>
<td>39</td>
<td>35</td>
<td>32</td>
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For Scientific Atlanta Systems

<table>
<thead>
<tr>
<th>M80</th>
<th>SA3</th>
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<tbody>
<tr>
<td>69</td>
<td>55</td>
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</table>

For Pioneer Systems

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<tr>
<th>Super-PIO+</th>
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<tbody>
<tr>
<td>69</td>
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</table>

Panasonic Converter

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<tr>
<th>TZPC1003</th>
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<tbody>
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<th>$109</th>
<th>$119</th>
</tr>
</thead>
<tbody>
<tr>
<td>I/O-232-10 (10 bit ADC)</td>
<td>$99</td>
<td>$109</td>
</tr>
<tr>
<td>I/O-232-8 (8 bit ADC)</td>
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<thead>
<tr>
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<th>Frequency</th>
<th>Price</th>
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<tbody>
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<td>100 MHz</td>
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<td>100 MHz</td>
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<tr>
<td>Tektronix 475</td>
<td>200 MHz</td>
<td>$749.00</td>
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Flexible Muscle Wire Specifications

<table>
<thead>
<tr>
<th>Wire Diameter (µm)</th>
<th>50</th>
<th>100</th>
<th>150</th>
<th>200</th>
</tr>
</thead>
<tbody>
<tr>
<td>Resistance (Ω/m)</td>
<td>510</td>
<td>150</td>
<td>50</td>
<td>20</td>
</tr>
<tr>
<td>Contact Force (g)</td>
<td>35</td>
<td>150</td>
<td>330</td>
<td>930</td>
</tr>
<tr>
<td>Typical Current (mA)</td>
<td>50</td>
<td>180</td>
<td>400</td>
<td>1000</td>
</tr>
</tbody>
</table>

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<table>
<thead>
<tr>
<th>No.</th>
<th>Categories</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>Antique Electronics</td>
</tr>
<tr>
<td>130</td>
<td>Audio-Video-Lasers</td>
</tr>
<tr>
<td>160</td>
<td>Business Opportunities</td>
</tr>
<tr>
<td>190</td>
<td>Cable TV</td>
</tr>
<tr>
<td>210</td>
<td>CB-Scanners</td>
</tr>
<tr>
<td>240</td>
<td>Components</td>
</tr>
<tr>
<td>270</td>
<td>Computer Equipment Wanted</td>
</tr>
<tr>
<td>300</td>
<td>Computer Hardware</td>
</tr>
<tr>
<td>330</td>
<td>Computer Software</td>
</tr>
<tr>
<td>360</td>
<td>Education</td>
</tr>
<tr>
<td>380</td>
<td>FAX</td>
</tr>
<tr>
<td>420</td>
<td>Ham Gear for Sale</td>
</tr>
<tr>
<td>450</td>
<td>Ham Gear Wanted</td>
</tr>
<tr>
<td>480</td>
<td>Miscellaneous Electronics For Sale</td>
</tr>
<tr>
<td>510</td>
<td>Miscellaneous Electronics Wanted</td>
</tr>
<tr>
<td>540</td>
<td>Music &amp; Accessories</td>
</tr>
<tr>
<td>570</td>
<td>Plans-Kits-Schematics</td>
</tr>
<tr>
<td>600</td>
<td>Publications</td>
</tr>
<tr>
<td>630</td>
<td>Repairs-Services</td>
</tr>
<tr>
<td>660</td>
<td>Satellite Equipment</td>
</tr>
<tr>
<td>690</td>
<td>Security</td>
</tr>
<tr>
<td>710</td>
<td>Telephone</td>
</tr>
<tr>
<td>720</td>
<td>Test Equipment</td>
</tr>
</tbody>
</table>

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|---|---|---|---|---|
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| 9 | $15.00 | 10 | $15.00 | 11 | $15.00 | 12 | $15.00 |
| 13 | $15.00 | 14 | $15.00 | 15 | $15.00 | 16 | $16.00 |
| 17 | $17.00 | 18 | $18.00 | 19 | $19.00 | 20 | $20.00 |
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<table>
<thead>
<tr>
<th>Free Information No.</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>A&amp;D Electronics</td>
<td>129</td>
</tr>
<tr>
<td>A-Plus Electronics</td>
<td>129</td>
</tr>
<tr>
<td>Ace Communications</td>
<td>109</td>
</tr>
<tr>
<td>Advantage Instruments</td>
<td>99</td>
</tr>
<tr>
<td>Agrelo Engineering</td>
<td>116</td>
</tr>
<tr>
<td>Alfa Electronics</td>
<td>100</td>
</tr>
<tr>
<td>All Electronics</td>
<td>104</td>
</tr>
<tr>
<td>Allen Engineering</td>
<td>113</td>
</tr>
<tr>
<td>Allison Technology</td>
<td>126</td>
</tr>
<tr>
<td>Allstar Electronics</td>
<td>133</td>
</tr>
<tr>
<td>Altronics</td>
<td>112</td>
</tr>
<tr>
<td>AMC Sales</td>
<td>129</td>
</tr>
<tr>
<td>Andromeda Research</td>
<td>131</td>
</tr>
<tr>
<td>Antique Electronics Supply</td>
<td>77</td>
</tr>
<tr>
<td>Antique Radio Classified</td>
<td>73</td>
</tr>
<tr>
<td>Basic Electrical Supply</td>
<td>118</td>
</tr>
<tr>
<td>Bel-Merit</td>
<td>106</td>
</tr>
<tr>
<td>Boft</td>
<td>126</td>
</tr>
<tr>
<td>C&amp;C Electronics</td>
<td>129</td>
</tr>
<tr>
<td>C&amp;C Specialties</td>
<td>127</td>
</tr>
<tr>
<td>C&amp;L Electronics</td>
<td>130</td>
</tr>
<tr>
<td>C&amp;S Sales</td>
<td>94</td>
</tr>
<tr>
<td>Celsoft</td>
<td>114</td>
</tr>
<tr>
<td>CLAGPK, Inc.</td>
<td>25, 90</td>
</tr>
<tr>
<td>Cleveland Inst. of Electronics</td>
<td>3, 31</td>
</tr>
<tr>
<td>Command Productions</td>
<td>120</td>
</tr>
<tr>
<td>Communication Specialists</td>
<td>129</td>
</tr>
<tr>
<td>Computer Business Services</td>
<td>133</td>
</tr>
<tr>
<td>Conmdir Industries</td>
<td>8, 15, 19</td>
</tr>
<tr>
<td>Consumertronics</td>
<td>126</td>
</tr>
<tr>
<td>Copyright Clearance Center</td>
<td>84</td>
</tr>
<tr>
<td>Dalband</td>
<td>105</td>
</tr>
<tr>
<td>EDE Spy Outlet</td>
<td>128</td>
</tr>
<tr>
<td>EMAC</td>
<td>124</td>
</tr>
<tr>
<td>Electronic Equipment Bank</td>
<td>96</td>
</tr>
<tr>
<td>Electronic Goldmine</td>
<td>92</td>
</tr>
<tr>
<td>Electronic Rainbow</td>
<td>102</td>
</tr>
<tr>
<td>Electronics Software Solutions</td>
<td>119</td>
</tr>
<tr>
<td>Electronics Tech. Today</td>
<td>73, 82</td>
</tr>
<tr>
<td>Firestik II</td>
<td>76</td>
</tr>
<tr>
<td>Foley-Belsaw Institute</td>
<td>27</td>
</tr>
<tr>
<td>Forest Electronics</td>
<td>122</td>
</tr>
<tr>
<td>Fotronic Corporation</td>
<td>125</td>
</tr>
<tr>
<td>Gateway Products</td>
<td>101</td>
</tr>
<tr>
<td>Get-Tech Inc.</td>
<td>122</td>
</tr>
<tr>
<td>Grantham College</td>
<td>3</td>
</tr>
<tr>
<td>Great Southern Security</td>
<td>97, 128</td>
</tr>
<tr>
<td>Greenleaf Electronics Inc.</td>
<td>120</td>
</tr>
<tr>
<td>Halcyon Group</td>
<td>130</td>
</tr>
<tr>
<td>Home Automation Systems</td>
<td>131</td>
</tr>
<tr>
<td>Howard Electronics</td>
<td>127</td>
</tr>
<tr>
<td>Information Unlimited</td>
<td>115</td>
</tr>
<tr>
<td>Interactive Image Technologies</td>
<td>CV2</td>
</tr>
<tr>
<td>Intronics</td>
<td>123</td>
</tr>
<tr>
<td>Inverter Scientific</td>
<td>131</td>
</tr>
<tr>
<td>Island LogIX Inc.</td>
<td>117</td>
</tr>
<tr>
<td>ITC Microcomponents</td>
<td>124</td>
</tr>
<tr>
<td>Jolly R Electronics</td>
<td>131</td>
</tr>
<tr>
<td>KDE Electronics</td>
<td>113</td>
</tr>
<tr>
<td>Kelvin Electronics</td>
<td>103</td>
</tr>
<tr>
<td>M&amp;G Electronics</td>
<td>91</td>
</tr>
<tr>
<td>MCM Electronics</td>
<td>117</td>
</tr>
<tr>
<td>MD Electronics</td>
<td>111</td>
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<td>Mendelsohn's</td>
<td>133</td>
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<tr>
<td>MicroCode Engineering</td>
<td>93</td>
</tr>
<tr>
<td>Ming Engineering</td>
<td>108</td>
</tr>
<tr>
<td>Modern Electronics</td>
<td>127</td>
</tr>
<tr>
<td>Monoto-ronics</td>
<td>129</td>
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<tr>
<td>Mouser Electronics</td>
<td>4</td>
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<tr>
<td>Northeast Micro</td>
<td>130</td>
</tr>
<tr>
<td>NRI Schools</td>
<td>53</td>
</tr>
<tr>
<td>Nu-Tek Electronics</td>
<td>7</td>
</tr>
<tr>
<td>Optoelectronics</td>
<td>CV4</td>
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<tr>
<td>Orion Electronics</td>
<td>133</td>
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<tr>
<td>Parts Express</td>
<td>128</td>
</tr>
<tr>
<td>Phillips Tech</td>
<td>128</td>
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<tr>
<td>Prairie Digital Inc.</td>
<td>114</td>
</tr>
<tr>
<td>Print</td>
<td>101</td>
</tr>
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<td>116</td>
</tr>
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<td>Progressive Concepts</td>
<td>128</td>
</tr>
<tr>
<td>Project Solution</td>
<td>133</td>
</tr>
<tr>
<td>Professional Career Devel. Inst.</td>
<td>79</td>
</tr>
<tr>
<td>Self-Reliance Co. Inc.</td>
<td>114</td>
</tr>
<tr>
<td>Sescom, Inc.</td>
<td>118</td>
</tr>
<tr>
<td>Show Time</td>
<td>119</td>
</tr>
<tr>
<td>Silicon Valley Surplus</td>
<td>129</td>
</tr>
<tr>
<td>Skyvision</td>
<td>98</td>
</tr>
<tr>
<td>Skyvision (Small)</td>
<td>123</td>
</tr>
<tr>
<td>Software Science</td>
<td>128</td>
</tr>
<tr>
<td>Spy Supply</td>
<td>110</td>
</tr>
<tr>
<td>Tab Books</td>
<td>31</td>
</tr>
<tr>
<td>Tri Star Satellite Systems</td>
<td>133</td>
</tr>
<tr>
<td>UCANDO Videos</td>
<td>122</td>
</tr>
<tr>
<td>Universal Electronics</td>
<td>120</td>
</tr>
<tr>
<td>US Cable (Zentek)</td>
<td>123</td>
</tr>
<tr>
<td>US Cyberlab</td>
<td>119, 124</td>
</tr>
<tr>
<td>Video Communication Systems</td>
<td>121</td>
</tr>
<tr>
<td>Vision Electronics</td>
<td>128</td>
</tr>
<tr>
<td>Weedter Technologies</td>
<td>91</td>
</tr>
<tr>
<td>Weka Publishing</td>
<td>107</td>
</tr>
<tr>
<td>Windward</td>
<td>131</td>
</tr>
<tr>
<td>WPT Publications</td>
<td>123</td>
</tr>
<tr>
<td>Xandi Electronics</td>
<td>113</td>
</tr>
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<td>Shipping (see chart)</td>
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