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B\&O "Beocord 9000"'Cassette Deck

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The Electronic World
HOW TO GET A PROFESSIONAL LOOK FROM YOUR VIDEO TAPE RECORDINGS/Larry Marks ..... 45
Create a professional-quality video movie for home VCR use.
Feature Articles
TIMING DIAGRAMS: HOW TO READ AND USE THEM/Robert Colwell ..... 66
Interpreting timing diagrams is essential to digital circuit design.
Construction Articles
THIS IS YOUR COMPUTER SPEAKING, PART 1/Randy Caristrom ..... 20
Speech synthesizer for your S-100 bus computer.
TURN YOUR TV SCREEN INTO AN OSCILLOSCOPE/Larry Reagan ..... 63Device operates without modifications to your TV receiver.10-LED LOGIC PROBE/Norman Parron72
Readout indicates analog or digital voltages with 10 stepped LED's.
Equipment Reviews
8
8
B\&O BEOCORD MODEL 9000 CASSETTE DECK
B\&O BEOCORD MODEL 9000 CASSETTE DECK ..... 28
OSBORNE 1 PORTABLE COMPUTER ..... 35
Columns
COMPUTER BITS/Les Solomon ..... 40
A First Look at Zenith's Z-100.
ENTERTAINMENT ELECTRONICS/Len Feldman ..... 82
Professional-Quality $1 / 2^{\prime \prime}$ Video Tape.
SOLID-STATE DEVELOPMENTS/Forrest M. Mims ..... 86
New Power MOSFETs.
PROGRAMMER'S NOTEBOOK/Jim Keogh ..... 87
Moving and Firing a Gun At Will.
COMPUTER SOURCES/L. Solomon and S. Veit ..... 89
DX LISTENING/Glenn Hauser ..... 94
Monitoring the Falklands Crisis.
EXPERIMENTER'S CORNER/Forrest M. Mims ..... 98
A Single-Chip Analog Building Block.
HOBBY SCENE/Joe Desposito ..... 102
PROJECT OF THE MONTH/Forrest M. Mims ..... 105
Two-60 Hz Hum Filters.
Departments
EDITORIAL/Art Salsberg ..... 4"You Ain't Seen Nothing Yet.
6
LETTERS
13
NEW PRODUCTS
85
85
OPERATION ASSIST ..... 112
ADVERTISER'S INDEX ..... 119
PERSONAL ELECTRONIC NEWS ..... 120

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## "You Ain't Seen Nothing Yet"

The Al Jolson quote can be sounded by the video industry with supreme confidence. The full impact of video has not yet reached our households, even though there are some 160 -million TV sets in use in about 78 -million U.S. homes. According to the EIA, the typical household is reported to view more than $7 \frac{1}{3}$ hours of TV programming each day. And this does not include video-game playing or using a video monitor or TV set for home computer applications.
Given the impending changes that will take place in the near future, the viewing figure cited is certain to increase substantially, while the number of TV sets and the number of households having TV will also increase. On the horizon are satellite programming and high-definition TV transmissions that will be captured by small rooftop antennas, thanks to a recent go-ahead by the FCC for DBS broadcasting. Teletext and stereo TV sound are moving along, too.
At a recent trade show, it was apparent that there will be plenty of upgraded TV
equipment introduced in a month or so. In particular, many companies have hopped on component TV systems, initiated by Sony with its Profeel ("professional feel') line, which is reviewed in this issue. These are high-ticket color monitors that feature superb horizontal resolution ( 370 lines, for example), heftier audio output ( 7 watts per channel in the $25^{\prime \prime}$ NEC monitor), matching speaker systems, smoked-glass screen filters, BNC-type or 8-pin video connectors, and superb interference shielding. A VCR or separate TV tuner is needed to bring in broadcast TV channels.
Home video equipment has adopted more features ordinarily reserved for professional equipment. For example, there are home video cameras with builtin titlers, fade-in/fade-out controls, Crings for substituting lenses, and so on.
Video games continue to proliferate, with Coleco joining the programmable games pack, and others introducing new models, some with synthesized speech and accompanying plug-in cartridges.

Our work with the author of the "Electronic World" video article appearing in this issue also underlined the creative possibilities that exist with video recording equipment. It proved that video need not be a passive encounter. To fully appreciate the results achieved through preparing this article, however, one must view (and hear) the video tape itself. The end result was a truly professional video story, rather than a series of haphazard scenes, that would favorably impress any video recordist.

As you can see, there is a lot for video enthusiasts to look forward to in the near future.


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## B\&O Beocord 9000 Cassette Deck

THE Bang \& Olufsen Beocord 9000 microprocessor-controlled cassette deck offers exceptional operating flexibility and electrical performance. It features the HX Professional recording system, developed by B\&O in cooperation with Dolby Laboratories, for reduced distortion and increased headroom at high frequencies. In addition, it has both Dolby B and C noise-reduction systems.
The Beocord 9000 is a top-loading machine, measuring $21^{\prime \prime} \mathrm{W} \times 12^{\prime \prime} \mathrm{D} \times 5^{\prime \prime} \mathrm{H}$ and weighing 17 lb . The slightly sloping top surface is divided into brushed aluminum and black sections, with the cassette and some controls hidden behind a hinged panel during normal operation The edge is trimmed in wood. The deck comes with a blank cassette of Maxell XL-IIS tape (C-90), a precision azimuth calibration tape using TDK MA (metal) tape, a head-cleaning kit, and DIN cables. Suggested retail price is $\$ 1800$.

General Description. Most of the regular operating controls of the Beocord 9000 are momentary-contact pushbuttons grouped on the right front top panel. Nine oblong silver-colored buttons control the usual tape transport functions and the basic operating mode (record or playback). Twelve square black buttons set timed functions, including programming features.

The indicator group is behind a tinted glass panel. It includes twin level "meters" (fluorescent light segments) and a four-digit index counter. Its bright red 1 "-high numerals can display arbitrary units of tape movement or actual playing time in minutes and seconds (or even the time remaining on the cassette). The internal clock of the Beocord 9000 is always operating when it is plugged into a "live" outlet, and the time of day can be displayed by pressing the TIME SET button. Pressing STandBy turns off the re-
corder, and it is turned on again by pressing any of its operating control buttons. Identifying words for the special operating modes and functions appear in red behind the window when activated.

Pressing either end of a long black bar marked EJECT at one end and ProgramMING at the other causes a panel to swing up, revealing the cassette well (whose hinged holder also swings up when EJECT is pressed). Also behind this panel are slider controls for recording level and headphone volume and a group of eight buttons that control various timing and calibration functions. Just behind them are lights, visible through holes in the hinged cover when it is closed, that identify the type of tape used and whether the recording mode is enabled. Inside the cover are printed instructions for using the several timing, calibration, and recording functions.
Operationally, the Beocord 9000 is a


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All these products are designed to fit "piggy-back" fashion on to each other and use the $\mathrm{ZX81}$ power supply.

Further information forthcoming.

" 2 head" machine, which does not permit monitoring from the tape while recording (in fact, there is no line output while recording). The manual describes the head as a "double, sendust and ferrite" type, and examination of its gap area (plus the measured performance) indicates that it actually consists of separate recording and playback heads in a common housing.

Bang \& Olufsen set out to create a modified HX (headroom extension) system that would represent an improvement over the original Dolby design; that is, it would affect each recording channel separately, depending on the spectral difference between their programs. The result, incorporated in their two top cassette decks (Beocord 8002 and 9000) is known as "HX Professional."

None of the operation of the HX Professional system is connected to the Dolby system. (In fact, it can be used without Dolby noise reduction.) The control signals are taken from the recording head inputs (separately for each channel). Thus, they include the effect of recording equalization at high frequency levels. Each signal, combined with the bias signal, operates a voltage-controlled amplifier to hold the total effective bias constant for all audio frequencies. Unlike Dolby HX, HX Professional does not vary the recording equalization.
The performance improvement claimed for HX Professional is an increase in high-frequency headroom with ferric tapes of 5 to 7 dB above 10 kHz . This gives a good ferric tape approximatety the same headroom as metal tape-at a iconsiderably lower price. Metal tapes arje also improved by the system, but to a lessser degree.

The Beocord 9000 has an automatic calibration system that optimizes bias, equalization, and sensitivity for the particular tape being used. When a cassette is loaded and the hinged carrier is pushed down into its operating position, the playback equalization is set automatically by the keying holes on the back of the cassette housing. If the holes are not present, the TAPE TYPE button can be used to select the correct playback equalization, as indicated by red lights marked Fe, Cr, and metal. For ferrichrome tapes, there is a setting of the button that lights both FE and CR.
Pressing REC CAL initiates the automatic Computer Controlled Calibration (CCC) sequence, advancing the tape to clear the leader portion and recording a series of test tones with different bias levels. The tape rewinds and plays to verify the optimum bias, and a similar sequence is followed for setting equalization and level. After about 12 to 15 seconds, the tape has rewound to the starting point, ready for use. Pressing store places the optimum settings in a nonvolatile (bat-tery-maintained) memory, from which they are recalled automatically whenever that tape type is selected.
The level meters of the recorder operate from the same point in the signal path as the HX system. They monitor the equalized recording, and their virtually

instantaneous response gives a valid reading of the true peak program level. As part of the CCC calibration, the meter sensitivity is also set to match the tape characteristics, so that a " 0 dB " recording will result in playback distortion of 2 to $3 \%$, regardless of the tape used. As a result, the peak program levels during recording should not exceed 0 or +1 dB .
The timing functions of the Beocord 9000 are quite complex. Not only can its internal clock turn the machine on and off, in either recording or playback, the tape motion can also be timed in minutes and seconds in either direction of tape motion, at normal or fast speeds. A time CAL mode even allows the actual running time of a cassette to be measured in advance of making a recording. When a cassette is loaded, pressing the GO button causes the mechanism to check the thickness of the tape at fast speed, after which the TIME CAL indication appears behind the tinted window. Following that, it is only necessary to key in a time in minutes and seconds (from the start of the cassette) and press GO to move the tape at high speed to that point on the tape and begin playing from there.
Pressing MEMO SET at any time enters that tape location in a computer memory; and when memo go is pressed, the tape returns to that point at high speed and resumes playing. The return key brings the tape back to the point from which the tape was started. In fast forward or rewind, the tape slows down a few seconds before the end is reached to lessen the shock of stopping.

In normal operation, the key marked $">"$ starts playing the tape and stop halts it. To record, only a single button is used (after the rec open button has been pressed to enable recording). The first operation of RECORD activates the recording system so that levels can be set (the word RECORD behind the tinted glass blinks on and off at this time) and a second operation places the tape in motion and leaves the word on steadily.

When STOP is pressed once, the recording stops immediately but the tape continues moving for four seconds to leave a silent interval on the tape. Pressing it twice ir rapid succession stops the tape immediately.

Along the front bottom edge of the recorder there is an input jack for a monc microphone, a DIN socket for either microphone or AUX inputs, a switch to select the DIN input, and a stereo headphone jack.

Laboratory Measurements. The playback equalization of the Beocord 900C was measured with BASF standard test tapes. The $120-\mu \mathrm{s}$ response was flat within $\pm 0.5 \mathrm{~dB}$ from 31.5 to $18,000 \mathrm{~Hz}$, which is the best playback response we have yet measured from a cassette deck. The $70-\mu$ s response was nearly as good: $\pm 1 \mathrm{~dB}$ over the same range.

The CCC calibration system should give the equipment nearly the same frequency response with almost any tape. Because of the difficulty of making measurements by first recording a sweeping signal and then rewinding and playing it, we limited our measurement of record/ playback frequency response to three tapes: Maxell XL-IS (Fe), Maxell XL-IIS (Cr) and Maxell MX (metal)-all C-90. After calibrating for each tape with the CCC system, we measured the record/ playback response at levels of 0 and -20 dB.

The response of the XL-IS tape at -20 dB was $\pm 1 \mathrm{~dB}$ from 20 to $15,000 \mathrm{~Hz}$ (after averaging the low-frequency "head bumps," which were relatively minor). At 0 dB the high-frequency response rolled off gradually above 1000 Hz due to tape saturation, intersecting the $-20-\mathrm{dB}$ curve at $12,000 \mathrm{~Hz}$ (a fairly typical result for ferric tapes). The XL-IIS gave a slightly more extended high-frequency response at 0 dB , with a $\pm 0.5-\mathrm{dB}$ variation from 20 to $16,000 \mathrm{~Hz}$. Even without averaging the low-frequency irregularities, the response was an impressive

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$\pm 2.5 \mathrm{~dB}$ from 20 to $20,000 \mathrm{~Hz}$. The $0-\mathrm{dB}$ saturation was not very different from what we measured on the Fe tape, with the intersection of the curves being at $14,000 \mathrm{~Hz}$.

As expected, the metal tape gave the best frequency response. At -20 dB , it was within $\pm 1.25 \mathrm{~dB}$ from 20 to 20,000 Hz ; and when the low-frequency bumps were averaged, it was $\pm 1 \mathrm{~dB}$ over that range. The response at 0 dB was flat to about 4000 Hz , and it did not intersect the $-20-\mathrm{dB}$ curve all the way up to our measurement limit of $20,000 \mathrm{~Hz}$.

The "tracking" of the Dolby circuits was measured by plotting the record/ playback frequency response (using XLIIS tape) at levels of -20 and -30 dB , with and without Dolby B and C. In such a measurement, it is usual for the two curves (Dolby on and off) to diverge by at least 1 or 2 dB over some part of the highfrequency range. The Beocord 9000 was essentially perfect in this test, with no significant change in response from either of the Dolby systems at any of the test levels, up to about $15,000 \mathrm{~Hz}$.

The effect of the MPX filter was also measured. Up to $14,000 \mathrm{~Hz}$ it had no effect, but the response was down 10 dB at $17,000 \mathrm{~Hz}$ and considerably more than 30 dB down at $19,000 \mathrm{~Hz}$.

After the deck had been calibrated for each of the tapes, its sensitivity for a 0-dB meter indication (at 1000 Hz ) was 28 to 30 mV (line input) and about 0.25 mV for
the microphone input. The playback level was 1.3 V for the Cr and metal tapes and 1.6 V for Fe tape. The playback distortion at 1000 Hz was $3 \%$ from a $0-\mathrm{dB}$ recording level (from -2 dB in the case of metal tape).

The $\mathrm{S} / \mathrm{N}$ in playback from a $0-\mathrm{dB}$ recording was nearly the same with all tapes. The unweighted readings were 53 to 54 dB . The CCIR/ARM weighted readings were 66 to 67.5 dB with Dolby B and 75 to 77 dB with Dolby C. In each case, the best result (though only by a small amount) was obtained with the XL-IIS (Cr) tape.

The "meters" responded virtually instantaneously, reading $100 \%$ of the steady-state value on 0.3 -s tone bursts. The weighted peak (CCIR) flutter was $\pm 0.05 \%$ and the weighted rms (JIS) flutter was $0.03 \%$, using a TDK AC-342 test tape. The tape speed was $0.5 \%$ fast. A C90 cassette was moved through its entire length in 104 seconds in fast forward and 98 seconds in rewind. The crosstalk between channels, measured at 1000 Hz with a TDK AC-352 tape, was a low -62 dB .

User Comment. Our measurements (which in every significant respect confirmed or surpassed the B\&O ratings) show that the Beocord 9000 is an outstanding cassette deck. This was further confirmed when we recorded FM interstation hiss from a tuner and compared
the playback with the original. With the MX and XL-IIS tapes, the accuracy of the playback signal, even at a $0-\mathrm{dB}$ level, was virtually perfect. When we used the XL-IS ( Fe ) tape, the reproduction was practically perfect at -20 dB , and there was only a slight dulling of the highest frequencies at 0 dB .

To the maximum extent possible, we used and verified the performance of the recorder's special operating features. Most seemed to work as expected, but we had some difficulty with the REC CAL automatic tape calibration. It did not always function predictably. Sometimes the RECORD indicator would go into a blinking condition that prevented the test recordings from being made. (The measured performance of the machine would seem to confirm that it was operating correctly for our tests, however.)

We did experience some confusion when trying to learn how to operate the deck (the instruction manual being of little help in this regard); but this is a subjective reaction to a startlingly different, new product. It is unarguable that the Beocord 9000 is a state-of-the-art cassette deck, capable of making and playing recordings of the highest quality. Its operating versatility (once mastered) is as outstanding as its performance. If the price of this machine is within one's budget, it is well worth considering for a deluxe music system.
-Julian Hirsch
circle no. 101 on free information card

## CONTROLS AND INDICATORS

Transport Control Buttons
STANDEY: Shuts off recorder.
RECOAD: Begins recording (if REC OPEN is activated)
stop: Stops tape. From record, one touch stops recording at once, tape stops in 4 seconds. Two rapid operations stop tape immediately.
MEMO SET: Sets tape location for return by MEMO $\subset O$.
MEMO GO: Returns tape at high speed to point where play started and goes into play.
RETURN: Returns tape at high speed to point where play started and goes into PLAY.
\ll : Rewind.
$\gg$ : Fast forward.
$>$ : Play.
TIming Buttons
$0-9$ : Used to key in time for clock or reference playing time for tape indexing.
CE: Clears entry.
GO: Initiates playing with automatic TIME CAL of tape length.
Programming Controls (under panel)
TIMER START: For programming timed tape start.
timer stop: For programming timed tape stop.
TIME SET: For presetting clock (or displaying time on readout).
TAPE END: Gives countdown of remaining tape time in last 5 minutes of operation.
REC OPEN: Must be pressed to enable recording function.
TAPE TYPE: Manually sets tape type.
REC CAL: Initiates automatic computer tape calibration.
store: Stores result of calibration in memory.
DOLBY:
NR OFF-No noise reduction.
NA B-Dolby B noise reduction.
NR C-Dolby C noise reduction.
Slider Controls
PHONES: Controls headphone volume.
REC(L,R): Sets recording levels.

## Buttons

programming: Opens door.
EJECT: Opens door and raises cassette carrier.

## Status Lights

REC OPEN: Red light shows recording status is enabled.
FE.CR, METAL: Green lights indicate tape type. FE and CR are both lit for FeCr tape.
no store: Red light shows tape calibration has not been stored, being too far from allowable range for selected tape.
Recessed Under Front Edge
miC: Jack for mono microphone.
Aux/mic: DIN socket.
Switch: Selects input via DIN.
PHONES: Jack for stereo headphones.

## Indicators

rec cal: Shows that tape has been calibrated. (Blinks during calibration.)
RECORD: Indicates recording mode (blinks during "ready").
TAPE END: Shows end of tape has been reached.
time cal: Shows tape has been calibrated in real time. Blinks during calibration.
Index Display: Four 1" red fluorescent digits. Displays tape indexing in arbitrary units or in real time (minutes and seconds), or alternating between the two. Shows actual time when TIME SET is pressed. Has symbols to show tape direction and speed, and whenever an illegal command has been entered.
Level Meters: Two 8-segment fluorescent line displays from - 20 to +5 dB (green up to 0 dB , red above 0 ).
Rear of Recorder
AMPLIFIER: DIN socket for line input and outputs.
Underneath Recorder
MPX FILTER: Two-position toggle switch.
LEVEL (LINE/DIN): Two-position toggle switch to set input sensitivity for line or DIN signals.
ouput Level: Screwdriver adjustments of playback level, separate for $L$ and $R$ channels.

Additional information on new products covered in this section is available from the manufacturers. Either circle the item's code number on the Free Information Card or write to the manufacturer at the address given.

## Canon Portable VCR



Canon, Inc. has introduced its first video cassette recorder, the VR-10A. The unit, in the VHS format, is designed to be used in conjunction with the 105 -channel Canon VT-10A tuner timer (as well as with a video camera). Power for the recorder is supplied from a $12-\mathrm{V}$ lead-acid rechargeable battery pack that fits into the base of the chassis. There is also a choice of accessory charger/ac converters. (Power for the tuner/timer is ac only.) The recorder can play for eight hours in the EP mode, and features soft-touch controls that permit ten times normal speed in forward and reverse, still-frame viewing, noiseless slow motion, frame-by-frame advance, and a dew warning light. The machine can also be operated by remote control from as far as four meters away. Another recorder feature allows the user to insert a new image while retaining existing sound or change sound while keeping the original image. It has an LCD tape counter and a battery condition check. Dimensions are $9.4^{\prime \prime} \times 3.7^{\prime \prime} \times 9.6^{\prime \prime}$; weight is 8.4 lb. $\$ 860$.

CIRCLE NO. 89 ON FREE INFORMATION CARD

## Commodore MAX



The Commodore MAX Machine is a three-in-one home computer/game console/music synthesizer that is reported to produce color graphics previously available only with a sophisticated character generator. Its 40 col -
umn x 25 line screen and 16-color capability are interfaced to the new 6510 microprocessor (programmed in BASIC) to permit users to create their own games and store them on cassette tape, as well as to play prerecorded game soft ware. The MAX can also handle word strings and math functions. Sound effects are produced by three independent "voices," each with a nine-octave range, containing a programmable ADSR (attack, decay, sustain, release) generator and a programmable filter with variable resonance. $\$ 180$.

CIRCLE NO. 91 ON FREE INFORMATION CARD

## Auto-Reverse Cassette Deck



Technic's Model RS-M258R features an infrared sensor auto-reverse mechanism that functions in both playback and record modes. To eliminate gaps in the recorded material, the tape is reversed as soon as the sensor detects the leader tape. The RSM258R has soft-touch operation and a twocolor fluorescent meter with 18 segments and peak hold. The deck also provides music select ; automatic tape selection for normal, $\mathrm{CrO}_{2}$, and metal types; Dolby NR; and output and input level controls. Using a servo motor, wow and flutter is rated at $0.05 \%$. $\$ 400$.

CIRCLE NO. 92 ON FREE INFORMATION CARD

## Computer Wiring Board



Vector Electronic's Model 4613 prototyping and expansion board for the IBM Personal Computer has an overall pattern of drilled, plated-through holes on an $0.1^{\prime \prime}$ grid. Threehole solder pads are interspersed between heavy power and ground buses for solderwire interconnections. It is said to hold up to 48 14-pin DIPs, 41 16-pin DIPs or a mixture of devices with various pin spacing. In addition to the DIP-mounting surface, the boards include a $3.5^{\prime \prime}$ square with individual padded, plated-through holes for mounting discrete components or hardware. Devices may also be mounted by tack-soldering. Fabricated of $0.062^{\prime \prime}$ FR4 green epoxy-glass material, the component-mounting circuits have two-ounce copper with reflowed solder plating. The 31/62-terminal IBM-bus card-
edge connectors have gold-flashed nickel plating said to give low resistance and durability. The board measures $4.2^{\prime \prime} \times 13.3^{\prime \prime}$ and comes with layout planning sheets, instructions, a card guide, and a universal I/O connector mounting bracket. $\$ 59$.

CIRCLE NO. 93 ON FREE INFORMATION CARD

Heathkit DMM


The top-of-the-line IM-2264 multimeter from Heath measures voltage from 200 mV to 1000 V dc or 750 V ac ; current from 200 $\mu \mathrm{A}$ to 10 A ; resistance from 200 ohms to 20 megohms; and both forward and reverse diode conduction. Features include a flashing LED to alert the operator of excessive ac input, a switch-enabled alarm for quick testing of voltage and continuity without having to view the display, and an auxiliary auto-polarity analog meter adjustable from zero to full-scale. Current ranges are protected by diode and fuse circuit, and a resettable rearpanel circuit breaker provides protection on current measurements from $200 \mu \mathrm{~A}$ to 2000 mA , eliminating fuse replacements for moderate overloads. Resistance ranges are electronically protected to 300 V (peak), and isolated circuitry is said to permit floating measurements up to 500 V (peak) from earth grounds. The IM-2264 operates on six car-bon-zinc, alkaline, or NiCd batteries (not included) or on an ac line with the optional Heathkit PS-2404 Battery Eliminator. The unit has a battery test circuit, a LO-BAT indicator, and a recharge circuit for the NiCd batteries. $\$ 240$.

CIRCLE NO. 94 ON FREE INFORMATION CARD

Video Projection Monitor


The Kloss Novabeam Model II is a portable video projector that is reported to produce a TV picture on a flat white wall-eliminating the need for a projection screen. According to Kloss, the user needs only to position the unit four feet from a wall and turn off most of the room lights (or draw the shades for
daytime viewing) to see a bright ( 200 lumens over 12 sq ft ) five-foot diagonal color picture. Portability is said to have been achieved by enclosing the three Novatron projection tubes in a pop-up cabinet and omitting a TV tuner. A wired remote control permits the adjustment of contrast, brightness, color, tint, sharpness, and video source switching, as well as channel selection (from a VCR or component TV tuner), on/off, and volume. All audio/video feeds are connected via the remote control panel. Dimensions are $21^{1} / 2^{\prime \prime} \mathrm{H} \times 24^{1} / 2^{\prime \prime} \mathrm{W} \times 12^{\prime \prime} \mathrm{D}$; weight is 60 lb. $\$ 2200$.

CIRCLE NO. 95 ON FREE INFORMATION CARD

## Phone Call Interceptor



The Fox-Fone, from Fox, Inc., is said to permit one to choose what incoming phone calls will be accepted. The owner selects his own
three-digit code and communicates that number to important callers. When a call is received, the Fox-Fone automatically answers. The caller hears a computer-generated voice asking him 10 enter the code by touchtone dialing (it will not work with a rotary dial). The Fox-Fone then produces a distinctive ring to indicate that a call has been received and cleared. A wrong code (or no code) will cause a call to be disconnected. To install the unit, two modular plugs (supplied) are required: one for the telephone wall socket, the other for the telephone. $\$ 130$.

CIRCLE NO. 88 ON FREE INFORMATION CARD

## Foreign Voltage Adapters

Ac line voltages and plug configurations vary from country to country. The Parks Products' Foreign Voltage Converter travel kit is designed to help one cope with these variations. It consists of five different adapter plugs that are reported to permit entry into every type of wall outlet used worldwide, including the new British 3-blade and the Australia/China slanted 2-blade. The converters will operate low-wattage appliances such as shavers, and high-wattage items such as hair dryers. Power range is from I to 1600 W . An automatic reset circuit breaker protects against overload. \$35. Address: Parks Products, 3611 Cahuenga, Hollywood, CA 90068.

## Wireless Stereo Headphones



Cybernet has announced availability of its new TM-301 Freedom stereo wireless headphones. The heart of the system is a compact stereo transmitter that connects to an audio amplifier or receiver. The headphones.receive the signals via a closed-loop antenna reported to be able to transmit through walls and even from one floor to another. A talk button and built-in microphone on the transmitter permits someone to reach you while you have the headphones on; and a modulation control is said to optimize sound performance. $\$ 160$.
CIRCLE NO. 96 ON FREE INFORMATION CARD

## Video Interface

The Hewlett-Packard HP 82163A Video Interface adds video capability to HP-IL (In-


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terface Loop) systems by displaying any combination of 96 characters and symbols in a 32 -column by 16 -line format. The unit, which plugs into a television or monitor, is

designed to operate in conjunction with the HP-41 hand-held computer. According to Hewlett-Packard, developing and debugging HP-41 programs is thus made easier, and program review sessions can be virtually paper-free. With the HP-41 computer set in "trace-with-stack-option," the interface will display all four operational-stack registers simultaneously, allowing review of the stack after execution of each program step. Other features include full cursor control and in-verse-video display. The unit also permits a group of people in a classroom setting to more easily observe the video simulation of the HP-41 display. $\$ 295$.

CIRCLE NO. 97 ON FREE INFORMATION CARD

## Linear-tracking

Turntable


Sherwood has announced availability of its ST-905 phono turntable. It incorporates a tangential tracking tonearm and quartzlocked direct drive. Operation is automatic, with all controls on the front panel: pitch control, automatic replay, and a window for viewing the lighted strobe. The tonearm accepts plug-in LT-style cartridges. Wow and flutter are rated at $0.04 \% ; \$ / \mathrm{N}$ at 80 dB ; and tracking error is $0.05 \%$. $\$ 280$.

CIRCLE NO. 98 ON FREE INFORMATION CARD

## Earth Station Receiver



The Channel Master Model 6128 is a 24 channel synthesized earth station receiver. Channels are selected using Up/Down pushbuttons, and the selection is shown on a front-panel LED display. Fine tuning is accomplished with a center-tune meter. Audio
channels ( 6.8 and 6.2 MHz ) are selected with two Priority Audio Buttons, and additional audio channels can be tuned in manually. A Signal Strength meter shows the relative strength of the received signals. Depressing the Channel Scan allows the receiver to go through the complete horizontal channel range in about one second, ensuring, it is claimed, accurate aiming of the antenna. Additional features include Automatic Polarity Switching, permitting one-button selection of a given channel without further polarity adjustments. A remote control, with channel Up/Down and fine tuning, is available as an option. $\$ 1195$.

CIRCLE NO. 99 ON FREE INFORMATION CARD

## Ten-Band Equalizer

The Model DC2214 from Soundcraftsmen is a ten-band graphic equalizer that uses a "Differential/Comparator" circuit to provide "True Unity Gain" adjustments. According to the manufacturer, input-to-ouput matching is within 0.1 dB of the optimum signal voltage for any EQ curve desired. Distortion from the DC2214 is claimed to be virtually unmeasurable. The unit comes with a $19^{\prime \prime}$ rack-mount front panel and Soundcraftsmen's Frequency Spectrum Analyzer Test Record. \$299.
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Rich Warren, Chicago Sun-Times, June 4, 1982
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## BY RANDY CARLSTROM

# Talk is now cheapHere's a speech synthesizer you can build for use with an $\mathbf{S - 1 0 0}$ bus computer 

"GOOD morning. It is $10: 15$, Frides, September fifteenth. You have a doctor's appointment at 2:30 this afternoon."

No, this needn't be your secretary reminding you oz your day's schedule. It could be comirg from a disembodied voice! Moreover, the physical make-up of this voice mizht consist of only a very small piece of silicon and some fine wires. As such, it is part of a rapidly growing family of devices that are revolutionizing computer output techniques called speech (or voice) synthesizers.

Electronic Analog. To successfully design a voice synthesizer, the techniques by whic:- the human vocal system produces tise basic unit sounds of speech (called faonemes) must be considered. For ins-ance, how is the production of the sjund er different than the production of the sound oo? An analysis of this kind would require a
put sigmal as a function of time. With this instrument, measurements can be made 0 : the various parameters of any speech utterance. Utilizing data obtained from such measurements, electronic filter networks can be designed to mode the human vocal tract. An algorithm for controlling the filters in such a way as to produce artificial speech san also be developed using these measurements.

An electronic analog of the human vocal system is shown in Fig. 1. The dashed Ines represent parameter control lines, which allow the various parameters of the model (voicing amplitude and frequency, filter network frequency response, etc.) to be externally contrelled. These may be control bits from a dizital computer, corresponding to signals from the brain. Through proper sequencing of the filter parameters and excitation sources, an electronic model can generate quite intelligible synthetic speech. The overwhelming,
vocabulary for a minimum ir support hardware and soft ware.

Urtil very recently, the cost of phoneme synthesizers has been prohibilive. However, a recent development in speech synthesis technology has brought the price and amouat of required support hardware down substantially. This significant achieverrent was made by the Votrax company with the introdaction of the first single-chip phoneme synthesizer. Called the SCO1, this device is capable of generating 64 differert phonemes, accessed by a 6 bit cole.

An on-chip parametric control generator enajles the device to atiomatically generate each phoneme nəcessary for any given word; its internal jarameters never need to be updatec by the user. This translates into an input data rate of only 70 bits (less than 7 bytes) per sezond for continuous speech output. A dynamic articulation controller (also on chip) provides smoot tratisi-

## TOURCOMPUUER SPB:MING

comprehensive knowledge of such speech characteristics as format frequencies, diphthongs, and so on, which is beyond the scope of this article and better left for the speech scientists.

For our purpeses it is sufficient to know that a phoneme is composed of many different Frequencies (as determined by the dsnamic frequency response of the vocal tract), and it is the relationship of these frequencies 10 each other and their relative amplitudes that determine the type of sound that will be heard

An important instrument used in the analysis of speech is the voiceprint machine (or "Sonagraph"). This is a special type of spectr am analyzer that displays both frequancy and the relative amplitude of each frequency of the in-
and almost formidable, lask of controlling these parameters, however, is where the similarities of speech synthesizers enc.

Phoneme Synthesizer. One approach to electronic speech synthesis is the phoneme synthesizer. This iype of synthesizer is capable of generating a number of different phonemes which, when combined in the appropriate sequences, can synthesize any word. The phoneme-generation control circuits incorporased into such a synthesizer make it pcssible to generate continuous speech without the complex methods associated with synthesizers commonly used before. The phoneme synthesizer s ideally suited for the experimenter, because it allows a virtually unlimited
tions from one phoneme to the next as speech is st-nthesized from each of the 64 possitle phonemes, which is essential to the production of intelligitle speech The speech synthesizer described here uses this SC-01 chip.

Circuit Operation. In the synt 'esizer interface circuit shown in Fig. 2; ICI, IC2, and IC3 decode selected S-100 bus address and control lines to generate four input and four output port control signals. In this application; only ports $n 1$ and $n 2$ are used, with the renraining I/O ports for future use.
The value of $n$, a hexadecima: number representing the upper four bits of the decoded port address, is seleceed via switches S1 shrough S4. When all four switches are closed (associatec pins
grounded), $n=0$; with $S 4$ open and $S l$ through $S 3$ closed, $n=1$; etc. The vocabulary soft ware to be described later requires that $n=3$ ( $S 1$ and $S 2$ closed, $S 3$ and $S 4$ open).

Also shown in Fig. 2 are the two power supplies required. IC4 delivers +5 volts regulated to the board, while $I C 5$ delivers +12 volts regulated.

The phoneme synthesizer is $I C 7$ of Fig. 3. The data bus is buffered by elements of IC6, while pull-up resistors R2 through $R 7$ insure that the minimum input-high requirement of $I C 7$ is met. The inflection (pitch) data from the CPU is latched by IC8, with elements of $I C 9$, in conjunction with $R 10$ and R11, providing the level-shift buffering required by the MOS inputs of $I C 7$. The timing signal to $I C 7$ and $I C 8$ is provided by $I C 9 F$ reacting to an out $n 0 \mathrm{in}$ struction from $I C 3$ pin 15 (Fig. 2). The rising edge of this signal latches the contents of the data bus (which contains the phoneme access code and inflection information) into IC7 and IC8.

Each time IC7 (the phoneme synthesizer) completes the production of a phoneme, and is ready to accept new data, it requests an interrupt of the CPU via IC11A which gates the interrupt request only when the synthesizer is enabled (IC10, pin 19 of Fig. 4 is high). The output of IC11A (pin 3) can be connected to the desired vector-in-

Fig. 1. Block diagram representing the electronic analog of the human speech mechanism with analogous parts marked.

terrupt (VI0 through VI7) of the system. If your particular system does not have vector-interrupt capability, the output of IC11A can be connected to the system $\overline{\text { PINT }}$ line of the $\mathrm{S}-100$ bus. Interrupt requests from this line will be acknowledged by a restart at memory location 0038H (RST7), in the same manner as a VIO vectored interrupt. This is because the data bus is floating high during the Interrupt Acknowledge period.

When the synthesizer is not being used, the synthesizer enable bit at ICIO, pin 19 (Fig. 4) should be cleared to prevent $I C 7$ from interrupting the $C P U$,
should the interrupt system be enabled. This can be done by outputting $0 x x x x x x x$ ( $x$ means don't care) to port $n 1$. The synthesizer's interrupt circuit is automatically disabled at power-up via the $\overline{\text { POC }}$ signal.

Parameter control latch IC10 is updated via pin 11 whenever the CPU executes an out $n 1$ instruction. This signal is decoded at $I C 3$ pin 14, and passed through IC9E to ICIO. The eight outputs of IC10 (Q1 through Q 8$)$ form the "control" word for the synthesizer output volume via Q6 and Q7, the master clock frequency via Q1 to Q5, the mode via Q5, and the interrupt control circuit

Fig. 2. This circuit decodes the selected S-100 bus lines.




Fig. 3. The phoneme synthesizer is IC7 Pitch data from the CPU is latched by IC8.

Fig. 4. The synthesizer output is amplified in IC12 and applied to the speaker as shown here.


Fig. 5. The control word, is made up of the following bits:
Bit 7: Enables/disables interrupt request from synthesizer. $0=$ disable; $1=$ enable.
Bit 6,5: Set synthesizer output power (XAn). $00=$ full power; $01=$ medium power;
$10=$ low power; 11 = no power. Bit 4: Determines mode of synthesizer (XE, XS). $0=$ speech; $1=$ sound effects.
Bits 3-0: Set synthesizer master clock frequency (XFn). 0000=highest frequency setting . . 1111 = lowest frequency setting.
via Q8. The control word is fully described in Fig. 5.

As shown in Fig. 4, Q1, Q2, R14 through $R 24$. and $D 3$ through $D 7$ form a programmable current source whose output is coupled to timing capacitor $C 5$ (Fig. 4). In conjunction with $/ C 7$ pin 16, this determines the clock frequency at pin 15. Varying the amount of current varies the frequency which, in
(Text continues on page 26)



turn, varies the voice and sound effects quality of the synthesizer. If this feature is not required, as in a stand-alone speech synthesizer, the circuit shown in the dashed box in Fig. 4 can be substituted for the programmable current source.

The audio amplifier is formed by IC12 and its associated components. Transistor $Q 4$ shuts down the amplifier when ICIIB decodes that command
from $I C 10$. Elements $I C 9 A$ and $I C 9 B$, in conjunction with R26, R28, and R29 form a programmable audio attenuator, controlled by signals from IClO.

A programmable single-pole, 3.4kHz low-pass filter formed by $R 25, C 7$, Q3 is controlled by ICIIC and can be switched on during normal speech operation to reduce any high-frequency switching components that may be present in the signal from phoneme

## PARTS LIST

C1,C2-6.8- $\mu \mathrm{F}, 25-\mathrm{V}$ tantalum capacitor
$\mathrm{C} 3, \mathrm{C} 4-1-\mu \mathrm{F}, 20-\mathrm{V}$ tantalum capacitor
C5-200-pF, $10 \%$ silver mica or ceramic capacitor
$\mathrm{C} 6-0.22-\mu \mathrm{F}$ ceramic capacitor
C7-0.047- $\mu \mathrm{F}, 10 \%$ metal film or ceramic capacitor
$\mathrm{C} 8-0.05-\mu \mathrm{F}$ ceramic capacitor
C9-220- $\mu \mathrm{F}, 10-\mathrm{V}$ tantalum capacitor
C10-0.1- $\mu \mathrm{F}$ ceramic capacitor
C11-22- $\mu \mathrm{F}, 15-\mathrm{V}$ tantalum capacitor
C12- $0.01-\mu \mathrm{F}$ ceramic capacitor
C*-See Miscellaneous
D1 through D7-1N914, 1N4148 or similar silicon switching diode
D8-1N746A 3.3-V zener diode
IC1-74LS266 quad 2 -input Exclusive NOR
IC2-74LS02 quad 2-input NOR
IC3-74LS138 3-to-8 line decoder
IC4-LM340-5.0 or LM7805 5-V voltage regulator
IC5-LM340-12 or LM7812 12-V voltage regulator
IC6-74LS244 octal noninverting tri-state buffer
IC7-SC-01 phoneme synthesizer
IC8-74LS74A dual D flip-flop
IC9-7416 hex inverting buffer
IC10-74LS273 octal D flip-flop
IC11-74LS26 quad 2-input NAND
IC12-LM386 audio power amplifier
Q1,Q3-2N3904 npn transistor
Q2,Q4-2N3906 pnp transistor
Unless otherwise specified, the following are $1 / 4-\mathrm{W}, 5 \%$ resistors:

R1,R9,R13-2.2 kilohms
R2 through R8, R10, R11, R19, R29, R31-10 kilohms
R12,R18-20 kilohms
R14,R24,R33-3.3 kilohms
R15,R22,R25-1 kilohm
R16-82 kilohms
R17-39 kilohms
R20-620 ohms
R21-1-kilohm, pc-mount potentiometer
R23-2.7 kilohms
R26-47 kilohms
R27-1 megohm
R28- 1.5 kilohms
R30-10-kilohm, pc-mount potentiometer R32- 10 ohms
S1 through S4-Spst 4-position DIP switch
SPKR1-200-mW, 8-ohm speaker
Misc.-Etched and drilled pc board or perf board; solder; $0.05-\mu \mathrm{F}$ or $0.1-\mu \mathrm{F}, 5-\mathrm{V}$ bypass capacitors distributed near IC power pins; IC sockets; etc.
Note: The following is available from PAIA Electronics Inc., Box 14359, Oklahoma City, OK 73116: complete kit of all parts including double-sided pc board and SC-01 chip at \$179.95 $+\$ 3$ postage and handling. Also available separately from the same source: double-sided pc board (\# SS 100PC) at \$34.95 + \$2 postage and handling; SC-01 speech synthesizer chip at $\$ 59.95+\$ 2$ postage and handling; software listing at $\$ 3.00$.
generator IC7. This filter is automatically removed from the circuit by Q3 when the "sound effects" mode is selected by the user program. This action somewhat improves the sound effects quality. If it is desired to leave this filter permanently turned on, IC1IC pin 9 should be tied to ground instead of +5 volts via the jumper.

Construction. The circuit can be constructed on a conventional S-100 prototyping board, or a double-sided pc board can be fabricated using the foil patterns shown in Fig. 6. The component installation is shown in Fig. 7, which may also be used with a prototyping board. Keep in mind that IC7 is a static-sensitive device and should be handled accordingly. Sockets should be used for all ICs and DIP packages can be used for switches $S 1$ through 54 . Install decoupling capacitors as denoted by C* on Fig. 7 and listed under miscellaneous in the Parts List.

Prior to installing the ICs, and with the two voltage regulators wired in, install the board in an S-100 bus and check for the presence of +5 and +12 volts at the proper pins of each IC and the transistors. Once the board has been checked for correct voltages and all passive components are correctly installed, install the ICs within their sockets.

To test the board, output xxx 01000 to port $n 1$ (selected by $S l-S 4$ ) and connect a frequency counter to $I C 7$ pin 15. Then adjust $R 21$ for a clock frequency of 720 kHz . If the boxed circuit of Fig. 4 is used, adjust the 10 -kilohm potentiometer for 720 kHz at pin 15 of $I C 7$. There is no hard and fast rule that the clock frequency must be 720 kHz -the user is encouraged to experiment with different frequency settings to find the one he likes best. Audio volume control $R 30$ is used to adjust the output volume of the synthesizer.

Next month, in Part 2, we will describe software for the speech synthesizer and some typical applications. $\diamond$

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[^2]
## Popular Electronics Tests

# Sony Profeel Component TV System 

THE new Sony Profeel Component TV System is a video version of a good-quality audio stereo system. Individual components and the resulting versatility make it particularly appealing to serious video enthusiasts and to anyone who wants more than a standard TV set.

The Profeel product line includes a color monitor (either 19 or 25 inches) with a built-in stereo amplifier for the audio section, a TV tuner with remote control that covers all CATV channels, and a video cassette recorder with a separate tuner-timer. In our tests, we have focused on the features and performance of the TV tuner (VTX-1000R) and the 19. inch monitor (KX-1901).

Tuner Section. The VTX-1000R is designed to be operated with the Remote Commander IR control unit-the latter featuring volume and picture control through two "up or down" pushbuttons, power on-off and a TV channel selection by two methods. The viewer can either scan the channels by means of two "up or down" pushbuttons or access the desired
channel directly with the 10 -pushbutton matrix. The same controls are repeated on the tuner front panel, together with presetting controls that permit scanning only through the channels available in a particular location. The selected channel is indicated by green 7 -segment numerals; red and green LEDs indicate whether the antenna or auziliary inputs have been selected. A stereo phone jack is provided at the front of the tuner together with bass/treble, balance, and headphone rolume controls. Dimensions are $3^{\prime \prime} \mathrm{H} \times$ $11^{\prime \prime} \mathrm{D} \times 17^{\prime \prime} \mathrm{W}$; weight is 11 lb .

The tuner has full ac line isolation through a power transformer and operates from well-regulated +12 V . It contains two 4-bit mierocomputers: a remote signalling decoder and a phase-lockedloop (PLL) contraller. The electronic vhf and uhf tuners are varactor-tuned, crys-tal-controlled units with frequency synthesizer and PLL channel selection. The control signals from the tuner are encoded by one of the microcomputers and are transmitted in serial, digital form to a matching decoder at the monitor.


One of the unique features of the VTX1000 R is the availability of either the usual intercarrier sound or a split sound channel that offers hum-free audio suitable for eventual stereo reception. Figure 1 shows the system used by Sony to achieve this capability. The video i-f signal normally goes through the SAW1 filter and is amplified, detected, and separated into video and $4.5-\mathrm{MHz}$ intercarrier sound. AGC (automatic gain control) and video amplifiers are included in a single IC, together with the intercarrier limiter, FM detector, and volume control. The resulting audio goes to the a-f switch on the special splitsound IC. A portion of the i-f signal from the tuner goes to SAW2, after passing through an amplifier. Filter $S A W 2$ is tuned sharply to 41.25 MHz , the sound i-f. A voltage-controlled oscillator (vco) provides the mixing signal for heterodyning to 10.7 MHz , the standard for FM receivers. The signal is then amplified and detected like any FM signal. Depending on the setting of the "carrier" switch on the tuner's rear panel, either the intercarrier or the split sound will go to the audio amplifier.

Note that the "mute" control can shut off either sound source. The FM stereo sound available during FM-TV simulcasts can be substituted for the TV audio and supplied to the stereo amplifiers located in the monitor.

Monitor Section. The KX-1901 uses a special glass front panel which can be removed for cleaning. All controls are located behind a slim, hinged panel at the right bottom of the set. Two feathertouch pushbuttons increase or decrease volume and picture intensity, one by controlling power and the other by determining whether the monitor operates on normal video or on the digital RGB inputs. Tiny lamps indicate the selected mode, and a separate "master" pushbutton determines whether power is controlled at the monitor or at the VTX1000 tuner. Vertical hold, sharpness, hue, color and brightness controls are located under the same hinged panel, but are recessed since they are not often used. These controls override the automatic control circuits. Monitor dimensions are $22^{\prime \prime} \mathrm{H} \times 19^{\prime \prime} \mathrm{D} \times 26^{\prime \prime} \mathrm{W}$. Weight is a heavy 72 lb due to the use of iron in the transformer and filter. This is intended to isolate the chassis from the ground, stabilizing the picture.
The circuitry of the KX-1901 and its $25^{\prime \prime}$ version resembles that of a highquality studio color monitor rather than a usual color TV set. There are chains of

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## Sony Profeel



Fig. 1. Simplified schematic of the audio detector system.
video amplifiers, dc clamps, linearization networks, buffer amplifiers, and phase correction networks. The Y (or brightness signal), the $3.58-\mathrm{MHz}$ color subcarrier, and the vertical and horizontal sync signals are all carefully processed, with correct impedance-matching amplifiers at each input and output terminal. Automatic color correction, phase correction, fleshtone correction, blanking and color-killer circuits are incorporated in a few ICs, but additional, external transistor circuits provide the kind of video processing normally associated with studio equipment.

A stereo audio amplifier section in the chassis uses two ICs, in combination with discrete transistors, to drive the two speakers that are part of the Profeel. The SS-X1A speaker system consists of two cabinets, approximately $8^{\prime \prime} \times 4.5^{\prime \prime} \times$ $3.3^{\prime \prime}$, each containing a $3.3^{\prime \prime}$ woofer and a $2^{\prime \prime}$ tweeter. These two cabinets can be mounted at the left and right rear of the monitor on hinged brackets. They have a nominal 7-W (max 15-W) output power capability and a rated frequency response of 60 to $20,000 \mathrm{~Hz}$. Sony also offers a set of larger speakers for standalone, component-style operation.

Two separate power supplies operate from the single power transformer, which is preceded by a special, inductive line-filter assembly. All of the video circuitry uses the well-regulated $115-\mathrm{V}$ dc supply, while the audio section obtains its power from the other transformer secondary and runs at $\pm 12 \mathrm{~V}$ dc. A separate, small, power transformer is used to provide +12 V through a one-transistor regulator to the decoder and control section. The degaussing coil circuit is conventional and uses a series, voltage-dependent resistor. Separate fuses are provided for the main ac input, and for each branch. The high voltage is adjustable through a special HV potentiometer and is current-regulated.

Five major printed wiring boards contain all of the circuitry, and five minor ones contain such assemblies as the front panel controls, indicator lights, connectors, and line filters. Sony supplies detailed schematics, together with board layouts and pin connections.

A unique aspect of both the TV tuner and the monitor is the "jack-pack," the large number of the connectors supplied with each unit. For example, three separate coax connectors are available at the rear of the VTX-1000R TV tuner just for vhf antenna inputs. One is for the vhf converter (cable) and one for auxiliary inputs, such as the vhf output from a TV game, video disc player, or VCR. (Of course, there are also separate 300 -ohm uhf antenna terminals.) In addition, three identical sets of jacks, color-coded for video and left and right stereo inputs, are located at the rear of the tuner, as well as various jacks for control and multiplexed input and output, audio attachments, and a multipin connector that joins the tuner directly to the monitor. All video jacks are for 1-V, NTSC, negative video at 75 ohms, while the audio is for either 47 or 5 kilohms. Two separate ac outlets, one switched and the other unswitched, complete the total of 28 separate connectors.
Similarly, at the rear of the monitor, ten connectors are provided, including
those for the stereo speaker, and a special 34-pin connector for digital RGB (red, green, blue) and control signals coming from a computer. This array makes it possible to set up virtually any arrangement of video components.
Figure 2 illustrates the versatility of the system. Note that a single VTX1000R can control and drive two monitors, either $19^{\prime \prime}$ or $25^{\prime \prime}$. Of course, a TV game or video disc player can be used instead of the tuner-equipped VCR. The TV camera, for example, does not have to be routed through the VCR, but can be connected directly either to the monitor or to the VTX-1000R. Sony supplies a special interconnection manual that describes nine specific configurations, though many more are possible.

Laboratory Measurements. The VTX-1000R tuner shows excellent sensitivity on both vhf and uhf, i.e., the 57dBm figure (vhf) is equivalent to an input signal of 6 microvolts, and the $54-\mathrm{dBm}$ figure (uhf) means that a 12 -microvolt signal will result in a noise-free picture.

## SONY KX-1901 and VTX-1000R PROFEEL TV SYSTEM

| Parameter | Measurement |
| :---: | :---: |
| Sensitivity, vhf (Ch. 3): | $-57 \mathrm{dBm}$ |
| Sensitivity, uhf (Ch. 20): | $-54 \mathrm{dBm}$ |
| Noise figure, vhf (Ch. 3): | 6 dB |
| Noise figure, uhf (Ch. 20): | 10 dB |
| Video bandwidth to CRT ( -6 dB ): | 4.05 MHz |
| R-f oscillator frequency stability: ( 105 to $130 \mathrm{Vac}, 2 \mathrm{hr}$ ) |  |
| Ch. ${ }^{\text {n }}$ | 0.05 MHz |
| Ch. 20: | 0.05 MHz |
| Agc dynamic range: | 68 dB |
| Dc restoration: | 95\% |
| Horizontal linearity: | 100\% left, 100\% right |
| Vertical linearity: | 100\% top, 100\% bottom |
| Convergence: | 90\% at worst area |
| Dc voltage regulation, $\mathrm{B}+$ : ( 105 to 130 Vac ) | 98\%, KX-1901;'95\%, TX-1000R |
| High-voltage regulation: ( 105 to 130 V ac ) | 95\%, KX-1901 |
| Power rating: | 93 W, KX-1901; 18 W, TX-1000R |

Both measurements indicate that the tuner will be usable in fringe areas．
We measured a video bandwidth of 4.05 MHz right up to the CRT input，a better video response than we＇ve encoun－ tered on any commercial TV set．This， coupled with a fairly large age dynamic range and practically perfect dc restora－ tion，accounts for the excellent broadcast pictures seen on the screen．

A frequency synthesizer which is phase locked to a low－frequency crystal accounts for the excellent r－f oscillator stability；we were unable to measure more than $50-\mathrm{kHz}$ variation under any condition．

Linearity on both axes was essentially perfect，but the set we tested had some misconvergence at the extreme right of the screen，resulting in the notation of $90 \%$ ，at the worst area．Using a staircase pattern we found the gray scale to be ex－ cellent，just as the color bar pattern ap－ peared practically perfect on the screen．

The audio－frequency response was the same on both channels of the stereo am－ plifier．We used test tones through the SS－X1A speaker system as a rough indi－ cation of audio quality，and were able to hear from about 80 to $16,000 \mathrm{~Hz}$ ．A full audio test procedure was not performed， however．

User Comments．The picture quality of the KX－1901 was really superb，both on the commercial TV broadcasts and as a studio monitor．Not only were the colors well－balanced and natural，but resolu－ tion，linearity and convergence（except for the anomalous area at the extreme right）were excellent．

After appreciating the technical fea－ tures and excellent performance of the Sony Profeel System，we asked the cru－ cial question：How much does it cost？ Current suggested retail price for the 19－ inch monitor is $\$ 850$ while the 25 －inch monitor lists for $\$ 1500$ ．The VTX－1000R tuner price is $\$ 520$ ，including the remote control unit，which costs $\$ 65$ when pur－ chased separately．The stereo speakers described here，Model SS－XIA，are priced at $\$ 80$ a pair．

For $\$ 1450$ ，the Sony Profeel line offers the equivalent of a high－quality，19－inch color set，with a set of stereo speakers， and a tuner that contains the latest fea－ tures and picks up all possible channels， together with a handy IR remote control． This is obviously more money than a comparable single TV receiver，but many of the Profeel features are just not avail－ able in a standard set．If you＇re using a personal computer，for example，the monitor can provide an 80－character dis－ play，which is twice as big as is possible with a regular TV．If you plan a multi－in－ put video system，the jack－pack and con－ trol features of both the tuner and moni－ tor，as well as the modularity of the system，are very significant advantages．

To sum up，if price is not a key consid－ eration，the KX－1901 and VTX－1000R tuner make up a super deluxe 19－inch color television，with a host of features you can＇t get on a standard receiver．At least not yet．－Walter H．Buchsbaum CIRCLE NO． 103 ON FREE INFORMATION CARD CIRCLE NO． 10 ON FREE INFORMATION CARD


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## Popular Electronics Tests



THERE have been other portable computers, but the Osborne 1 was the first portable computer to include a video screen, two $51 / 4$ " floppy disk drives, a detachable keyboard, Z80 CPU, 64 K of memory, and both serial and parallel interfaces. A large application software package and the CP/M-80 operating system has been included too, all at a very modest price. As such, the Osborne 1 is a pioneer in much the same manner as, say, the Sinclair ZX80 or the Sharp (Radio Shack) PC1200 handheld computer were front runners.

Description. The computer is mounted in a lightweight case with the keyboard folding in so that the entire package can be carried (by a handle on the "bottom" of the case) and stowed under an airline seat. There is a cavity in the rear of the case that contains the power switch, a circuit breaker, and the power cord. The latter can be wound on a bracket on the cavity cover when not in use. The cover is secured to the case by two Velcro strips.

The complete computer weighs 24 lbs and is $201 / 2^{\prime \prime} \mathrm{W} \times 81 / 2^{\prime \prime} \mathrm{H} \times 17^{\prime \prime} \mathrm{D}$. The suggested price of $\$ 1795$ includes a software package that would list for $\$ 1200$ if sold separately. The software package consists of WordStar (word processor); SuperCalc (electronic spread sheet);

MailMerge, CBASIC, CP/M-80, and utilities. This package is supplied on five diskettes. The complete CP/M version 2.2 is supplied, including DDT (Dynamic Debugging Technique), ED (the CP/M line editor), and ASM (the CP/M assembler).

The Osborne 1 is opened by unlatching a plastic toggle on either side of the case, with the keyboard folded into an operating position below the front panel. The keyboard is connected to the front panel by a $10^{\prime \prime}$ replaceable cable. (A $24^{\prime \prime}$ cable is available from a separate source.)

The keyboard has a QWERTY-typewriter format with the addition of four arrow keys used to position the cursor and to scroll the video "window" (more about this later). There is also a 12 -key numeric keypad for rapid input of numerical data. All keys have good "feel" to them and no noticeable bounce. Some of the keys we have become used to on a computer keyboard are missing on the Osborne 1. One of these is DEL, which is used for deletion in many applications. Other missing characters are the braces and the tilde. When using WordStar, the program substitutes other keys for these functions. In all, the keyboard is better than those supplied on more expensive terminals and computers.

The first thing that you really notice
about the Osborne 1 is the small ( $5^{\prime \prime}$ ) video screen located in the middle of the front panel between the disk drives. There are two rotary knobs below the screen to control the brightness (BTR) and contrast (CONTR).

The display takes some getting used to, more because of its unusual format than its size. The computer actually writes information into a display that is 32 lines of 128 characters, but the video screen is only a window showing 24 rows of 52 characters each. This window can be scrolled in either a horizontal or vertical direction by using the arrow keys with the SHIFt key depressed.

Reading the characters on the small screen is no more difficult than reading characters in a book since they are about the same size. However, for nonportable operation, better reading comfort can be obtained with a video monitor connected to the Osborne 1 front panel. The connector is a card edge designed to mate only with a cable supplied by Osborne for its monitor. However, the EXMON Adapter by Esoteric Engineering, which sells for $\$ 39.95$, converts the EXT video connector into a standard video port. There is also an EXMON-II, which includes an r-f modulator capable of producing a video display on a conventional TV receiver. Using the larger video mon-



The Osborne 1 memory is allocated in three banks.
itor does not increase the area of the video window; you still only see 24 rows of 52 characters each, but you see them in a larger format.

One of the less desirable features of this computer is the use of minifloppies having only single-density format. This results in 92 K bytes of data storage which is not quite enough for extensive word-processing applications, or for accounting programs. However, as of this writing, dealers all over the US will soon be installing dual (double) density drives. This modification extends the data storage capacity to 184 K per diskette. In addition, the update doubles the data transfer rate, which results in faster access to information stored on the diskette. The existing disk drives require no physical modifications for conversion to dual density, by the way. The modifications affect only the support circuits, cables, firmware, and software.

The term "dual" density means that the disk system can be operated as either single or double density. The system automatically recognizes the different densities when a diskette is booted. The double density modification will add about $\$ 185$ to the cost of the computer, and it can be done in about a half hour at the dealer's service department.

Memory Usage. The memory map of the Osborne 1 is different from other computers because of the unusual use of memory banks. The 64 K of dynamic RAM memory is assigned to Bank 1, a normal organization of memory within a CP/M system using memory-mapped video. (See the memory usage chart). The area referred to as Bank 2 is a combination of the system monitor ROM that controls the system before the CP/M op-
erating system is booted, and memorymapped I/O ports. The remainder of the 64 K address space in Bank 2 is a "phantom" of Bank 1. Bank 3 is unused except for the top 4 K block, which is used for a video attribute to control the underlining of characters.

People who are familiar with the normal organization of a $Z 80$ computer will find the use of memory-mapped I/O ports strange. In most cases, CP/M computers use I/O support chips that require programming through a port with in or out instructions. The Osborne 1 uses Motorola support chips (an M6850 and an M6821) which provide I/O by addressing an area of memory. (See the memory map chart.) There are advantages to this arrangement when it comes to providing a variety of $\mathrm{I} / \mathrm{O}$. The Os borne 1 User Guide explains this and illustrates the I/O memory map.

1/O. One of the most important measures of computer utility is the ability of a system to communicate with the outside world. The Osborne 1 is equipped with both a serial and a parallel I/O port.
One of the "user friendly" things that Osborne has done in its version of CP/M is the implementation of the CP/M I/O BYTE. This enables the user to send data to and from either the serial or the parallel port by assigning them to be the list device (LST:) used with the STAT command in $\mathrm{CP} / \mathrm{M}$.
The RS232C serial port has a standard DB25S connector with enough pins connected to implement most printer protocol.
The modem port is an extension of the RS232 port connected to a 9 -pin D connector plug. It includes the RCV (Receiver Enable, pin 4) and DSR (Trans-
mitter Enable, pin 5). These are open-collector terminations that may be damaged if improperly terminated.

If the modem port is used without an external adapter, be sure that nothing is connected to pin 4 at the computer end of the cable. In view of this, probably the best way to use a modem is to employ the RS232 port. The Osborne Company advises it will be supplying a modem with the correct terminations for its machine.

Any IEEE 448 device can be connected to the Osborne 1 by using the proper adapter and cable. Osborne uses the IEEE 488 port for both IEEE 488 devices and the Centronics parallel printer interface. Therefore, they use a card edge connector instead of a standard IEEE cable connector for this port. The Osborne 1 technical manual describes details for constructing both an IEEE 488 cardedge/cable adapter or IEEE 488 cardedge/Centronics 36 -pin connector cable adapter. Both of these cables can be obtained commercially. In fact, several manufacturers sell Osborne-to-Epson, Osborne-to-IDS, and Osborne-to-Centronics cables.

The ext video connector is also a card edge type rather than a familiar video connector used in other computers or

| 2FFF NOTUSED |  |
| :---: | :---: |
| 2C03 Part B Control <br> 2C02 Part B Data <br> 2C01 Part A Control <br> VIDEO <br> 2 CoO Part A Data |  |
| NOT USED |  |
| $2 A 01$ Buffer <br> 2A00 Status/Control | SERIAL PORT |
| NOT USED |  |
| 2903 Part B Control <br> 2902 Part 8 Data <br> 2901 Part A Control <br> 2900 Part A Data | IEEEBUS |
| not used |  |
| 2200 Row ${ }^{7}$ <br> 2240 Row 6 <br> 2220 Row 5 <br> 2210 Row 4 <br> 2208 Row 3 <br> 2204 Row 2 <br> 2202 Row 1 <br> 2201 Row 0 | KEYBOARD |
| NOT USED |  |
| 2103 Data <br> 2102 Sector <br> 2101 Track <br> 2100 Status | DISK |
| NOT USED $2000$ |  |

Detail of Osborne 1 memorymapped input/output.

The Freedom Phone ${ }^{\circledR}$ Cordless Telephone Model FF-3500 has more features than any ordinary telephone. But one ordinary feature is missing.

There's no cord to tie you down. The compact handset measures $7^{\prime \prime} \times 51 / 8^{\prime \prime} \times 23 / 4^{\prime \prime}$ and weighs just 7 ounces. So it's really easy to take or make calls anywhere within its operational range. That's upstairs, downstairs, in the front yard, backyard, at the neighbors, up the street, or down the block.

Instead of going to the phone to talk, you take the phone with you.
Buying a Freedom Phone Cordless Telephone is an intelligent move if you prefer the convenient over the conventional. But there's more to it than meets the eye or ear.

Designed and built exclusively for the Electra Company, makers of Bearcat ${ }^{\circledR}$ Scanners, the Freedom Phone 3500 provides crisp and clear cordless calls. An audible tone and pulsing light confirm dialing. The touch of a button automatically redials the last number entered.

The Freedom Phone Cordless Telephone is as easy to install as it is to use. Its attractive and compact base station plugs into your existing phone line and electrical outlet.

If the idea of using a Freedom Phone Cordless Telephone has a nice ring to it, get up, walk to your obsolete telephone, and call 800-428-4315 (800-382-1076 in Indiana). You'll learn more about the Model FF-3500 and get the name of the nearest Freedom Phone Dealer.

## THE FREEDOM PHONE CORDLESS TELEPHONE.

[^3]

Comparative analysis of Osborne 1 characteristics.

## OPERATIONAL CHARACTERISTICS

Operating System: CP/M-80
Languages: Microsoft BASIC-80, CBASIC2
Assembly Language: CP/M Assembler with DDT
Internal Memory Capacity: 64 K in 3 switched banks; uses 60K CP/M
Disk Storage: 2 drives; single-density standard with 102 K bytes; 92 K bytes formatted for CP/M; double-density optional with 184 K bytes.
Benchmark: Generates primes to 1000 in 24 seconds.
CP/M Characteristics:
Format Time: 34.6 s
Sysgen Time: 33.6 s
PIP \& Verify System Disk: 2 min, 40 s
CBASIC2 Compile Time (Benchmark): 36.5 s

Telecommunications Operation:
Baud Rate: RS-232C 300 baud or 1200 baud software selectable. 600 baud or 2400 baud jumper selectable.
Escape Codes: Same as Televideo.

## PHYSICAL CHARACTERISTICS

video monitors. The card edge is covered with a video shunt that has two uses. First, it transfers the video signals from the bottom of the card to the top where they are connected to the built-in $5^{\prime \prime}$ CRT. Second, since the 12 -volt dc is brought out to the card edge, it provides short-circuit protection.

External Power. The batt connector provides input for the external power system of the Osborne. The battery- pack option consists of a 12 -volt battery with a charger, shoulder carrying case, and adapter cable. The computer has a new power panel installed with an AC/DC switch, 12 -volt power plug, and a power inverter module with a plug-in harness. This modification can be made by an Osborne dealer.

The external battery power system can serve as battery backup when required, providing full power for as long as 60 minutes. The primary application is to permit operation from the 12 -volt dc system at remote locations, or mobile installations in cars, boats and planes.

RFI Test. A sample unit was tested for radio-frequency interference with television and broadcast radio reception. Interference was noticed on vhf television channels when the Osborne 1 was operated in the same room. No interference was noticed on uhf television channels. There was interference on the AM broadcast band during disk access, but no interference with FM unless the stations were tuned off-channel.

Housing: Single fiberglass case with keyboard in removable cover.
Components: $5^{\prime \prime}$ CRT, two $5 \frac{114 " ~}{}$ " disk drives, keyboard, controls and connectors.

## Controls:

BRT: Monitors brightness.
CONTR: Monitors contrast.
RESET: Starts computer operation from scratch.
Connectors:
модем: Type D.
RS232C: Standard DP-25p.
IEEE 488: Card-edge 26 -pin, can be adapted for standard IEEE or Centronics parallel printer can be adapted for IEEE connector.
KEYBOARD: Detachable cable.
Ext. video: Covered with shunt for internal monitor operation. Requires adapter for use with ordinary video monitor.
batt: Use with battery pack and requires modification of panel to add ac/dc switch.
Keyboard: Standard QWERTY type with cursor arrow control keys, GTRL key, esc key, return key, and numerical keypad.
Monitor: 5" diagonal B\&W CRT display 24 lines of 52 characters. The CRT is "window" on the actual display, which is 32 rows of 128 columns stored in the video memory. The window can be moved by pressing CTRL and one of the directional arrow keys. (Using a larger monitor does not increase the number of rows and columns in the window. It only makes them larger.)
Disk Drives: Two 51/4" minifloppies (single-sided, single-density).

Rear Compartment: Contains power cord, on/off switch, circuit breaker reset button.
Options:
Double Density Modification: Increases data storage capacity from 92 K to 184 K bytes (after formatting). \$185.
Portable Power Modification: For portable use, offers power from a battery pack or a plug-in dc source. Consists of installation of ac/dc switch on computer rear panel and use of battery pack and recharger/inverter unit.
Centronics Parallel Printer: Cables can be constructed according to diagrams in technical manual or purchased elsewhere to connect the Centronics type of parallel interface to the Osborne.
External Video Monitor: The Osborne 12" External Monitor can be connected by removing the EXt vIDEO shunt and plugging in the video cable. For any other video monitor, an adapter must be used. This can be made according to the video circuit diagrams in the technical manual or purchase from another source.
Telecommunications: The Osborne Modem is the only such unit that should be connected into the mODEM port. A standard modem can be connected to the rs-232C port.
Size: $8^{1 / 2^{\prime \prime}} H \times 201 / 2^{\prime \prime} W \times 17^{\prime \prime} D$.
Weight: 24 lb .
Price: $\$ 1795$ for single-density model includes CP/M and application software package.

User Comments. All of the software delivered with the Osborne 1 appears to work as well as the same programs work on other computers. However, due to the small amount of data storage permitted by the single density format, there is not enough room left on the disk for extensive user application data. To achieve maximum data storage space, data diskettes were formatted with no CP/M system. These data diskettes were placed in drive B and used to store data files for WordStar and Supercalc. This appears to be the only practical method of using the single-density version of the Osborne 1 for practical applications. This situation will be helped by installing the doubledensity option.

Osborne never advertised this machine as a general-purpose computer for accounting applications. The distributors of software, such as Lifeboat Associates, now support the Osborne format, but they do have to qualify this support because the larger packages will simply not fit on the single-density format. There are now software houses writing specifically for the Osborne and their products may offer greater variety than users have had previously

With any start-up operation there is a lag between the time the machines are delivered and the time spare parts are available to dealers' repair departments. This period is over as far as the Osborne 1 is concerned. Through the efforts of the Osborne Company and its dealers, service departments now have technical information and spare parts to repair, modify and service Osborne 1 computers.

The dealers rate the company as one of the better supporting manufacturers. The users are now much happier and they have formed user groups within existing computer clubs and as independent organizations. They intend to establish a software library for Osborne format software

The Osborne 1 is a mature, serious computer for any stand-alone application or for portable use; and it is one of the best bargains offered in the computer industry.

The documentation and service seem to have caught up to the marketing effort and the company is making every effort to support its dealers and users. Osborne has announced that the Computerland stores and at least 50 additional dealers will be added to the network in 1982. This will make the product easier to buy and the increased sales will probably lead to more software development. It would seem that the double-density modification is necessary for all but the most limited applications.-Stan Veit

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## 3 STATION



## LIGHTED

## PUSH BUTTON

 4.


# COMPUTER <br> BITS 

## A First Look at Zenith's Z-100

## By Les Solomon

IF you've been waiting for the new Ze nith microcomputer, it's here, and we have had a chance to see it and even put in some "hands-on" time. The Z-100 is a powerful new desktop microcomputer employing an 8085/8088 single-board computer operating at 5 MHz . It has 128 K of RAM (expandable to 192 K ) on the main board, an integrated 5 -slot S 100 motherboard, two synchronous/asynchronous serial I/O ports, an 8-bit parallel port, RGB color interface, light-pen interface, and an $8035 \mu \mathrm{P}$ controlled keyboard.

Unlike the CompuPro system, the Z100 is an integrated desktop unit available in two configurations: the ZF-11021 low-profile model includes an RGB color-display controller that generates 225 raster lines and a 640 by 500 dot resolution with 8 colors; the Model ZF-12021 is an all-in-one computer with integrated $12^{\prime \prime}$ green phosphor display and built-in support for an outboard color display by adding memory, for red and blue color generation, to the display controller.
A notable design technique used is evident in the method of character generation. Rather than employing character set ROMs, the Z-100 treats the screen in the graphics mode. Therefore, even alphanumeric characters are addressed dot-by-dot, with look-up tables in the system ROM. This, asserts product-line manager Barry Watzman, provides an additional level of flexibility to the OEM who wants to create specialized characters either by providing ROMs or using downloadable character definitions.

The basic systems, including the sin-gle-board dual processor with 128 K of RAM, 5 expansion slots, CRT controller (an integrated display for the Model ZF-120-21), dual 48-t pi Tandon disk drives, full-size keyboard, light-pen connector, disk controller capable of supporting a total of 8 drives (four $51 / 4^{\prime \prime}$ and four $8^{\prime \prime}$ ) are expected to be priced well under $\$ 5000$. Full production is due by 1983 .

Super Software. The Z-100 series comes with CP/M-85 and MS-DOS, the same operating system used on the IBM PC. The 8 -bit CP/M-85 is an optimized version that takes advantage of the
unique attributes of the system. For example, the throughput of the system is several times greater than standard $\mathrm{CP} / \mathrm{M}$ and takes advantage of the "goodness" of the hardware design.

Moreover, the 8 -bit $\mathrm{O} / \mathrm{S}$ allows the use of any number of CP/M packages currently available. Zenith is planning to offer Supercalc and Wordstar and, possibly later, some graphics software for the 16 bit processor.

We specifically like the implementation of Microsoft BASIC. This version of BASIC uses MS-DOS and has built-in graphics primatives to take advantage of the powerful bit-mapped screen. You can, for example, perform area fills, paint objects, and even perform rotations. Ze nith has allowed 64 K for the screen, which means that you can create foreground and background planes. Although we didn't perform the function, it appears from the unique screen handling capabilities that you can move objects over and through existing objects in a manner similar to that on much more expensive dedicated graphics terminals.

What surprised us about the software systems introduced was the absence of a multiuser/multitasking operating system such as MP/M either for the 8- or 16-bit environment. Currently, Zenith has no plans to make such an offering; but it fully expects dealers and OEMs to add this feature.

Even though we could understand Ze nith's strategy in offering a one-machine/one-user system, we felt that ignoring the aspect of multiple use was a bit short-sighted. We would have liked to have seen, as a possibility, the use of concurrent $\mathrm{CP} / \mathrm{M}$ and MP/M-86, along with networking capabilities. It appears that the system would be almost an ideal node in a Corus Omninet environment. When asked about this, Zenith elected to defer it to a later time, when they may have an answer.

Already, though, speculation is running high that Zenith's solution may be an implementation of Microsoft's Xenix, a UNIX look-alike. Sources close to Microsoft indicated that discussions between the two companies have been taking place. What appears to be in the near future, though, is an implementation of MP/M by independent dealers who will probably offer an Omninet or similar network interface.

Interestingly, the drives chosen for the Z-100 are 48 -tpi Tandon $51 / 4^{\prime \prime}$ floppies rather than 96 tpi. We questioned Mr. Watzman about this and he contended that they felt a conservative approach was required at this time simply because 96-tpi drives haven't really proven themselves. Moreover, there appears to be


Zenith's Z-100 desktop microcomputer system.

COMIIDMACHB
some question of data interchange on the devices with higher track densities.
One aspect of the system that we like was the inclusion of the disk controller. It supports up to four $51 / 4^{\prime \prime}$ and four $8^{\prime \prime}$ floppies. The drives can be single-sided single-density, double-sided double-density, or any combination that suits your requirements.

In addition, you can add a Winchester drive and controller without disturbing the operation of the system. Zenith plans to offer a Winchester drive shortly.

About the Light Pen. A part of the basic architecture of the Z-100 system is a light-pen port. Although the capability exists, Zenith elected not to provide software support for it at this time. The reasoning was partly based on the unavailability of a reliable low-cost light pen. However, this situation may be solved as early as January, according to Zenith officials.

In general, we found the $\mathrm{Z}-100$ desktop systems to be high-performance units with a great deal of expansion capability. We liked the attention paid to detail in the layout of the units and the solid switching power supply. To our knowledge, this is the only system that provides a supply that delivers 2 A to each S-100 bus slot and has full margining for brownout protection.
Those of you who enjoy kit building will be glad to know that the Heathkit side of Zenith will be offering the computers in kit form later this year. But don't plan on building the CPU board! It's a four-layer board and is extremely complicated. What you will get to build is the disk controller, video board, and parts of the enclosure. In general, the kit will be very similar to the popular WH89.

To further enhance the system, a great deal of care has been taken in the preparation of the support manuals. Unlike the 89 manuals that had many shortcomings and mistakes, the Z-100 manuals are designed with the novice user in mind, but they contain enough technical details for the experienced user also.

Zenith has taken a similar approach to the software manuals. They have carefully documented all the important functions of a package and lead you into the operation in a carefully controlled manner in order that you can become familiar with the machine quickly.

The Z-100 series isn't going to be limited to the models discussed here but will grow to meet specific data processing requirements. Even though Zenith officials were not willing to discuss future plans, they did hint that we could probably look forward to the use of the ZT-I communications terminals (with some unique enhancements) as part of the $\mathrm{Z}-100$ series. $\diamond$


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Field Pornlation

## Field Size

Finishing Feeder Pigs
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Ner Energy for Feedlor Cart
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Shelling her Corn vs Dry
Sheep Producton Economics
Sorbean Harvest Lusses
Swine Raton Analysis

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APEX-6502 Assembly Language
Apple-80 Disassembler
Assembly Language Development
System
AUDEX-Audro Programming Aid
CRASIC Prigram Masntenance Utilttes
CINDEX
Cosapple 1802 Disassemble
Diagmustics II

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Key Perfect-Checksum Table Generator Linkdisk-Disk Lindry for Apple Pascal Link vider-Screen Uinitry
Lower Case Character Generatur MILISP/MLISTAR-8i
OGI-Furth-Implementatton of FIG-Furth Pascal Programmer
Pasca! Level 1
Pearl III-Rapid Lowac Generator Prism/ Ads Data Base Generator Prograni Development System I Progrom Wrter for Nion-Programmers Programmong Aids 33
Qute-N-Easy Application Development RAID-Real Time Ansembly Debugger Screntific Dara Base
SID-Symbolsc Instruction Debugger Stok Pior-Menu Gencrator STRING-80
STRING BIT
Systems Analyst
Teacher Plus Teaching \& Reference Pkg The BASIC Teacher
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Magralc-Forecasting Package
Micro-DSS/Finance
Microfmesse-Financial Modeling Milestone-Critical Path Network Analysis Optimiser
PFS-Personal Filing System
Personal Report System
Plan 80-Financial Planning \& Analysis
Project Boss-Mgr's Cost Control System Project Plannung and Budgeting Retall Purchasing \& Pricing Salary Planner
Semor Analyst
Supercak-Electronic Spread Sheer Suppoirt I kg for Real Estare Mgmt
T/Maker II-Visual Calculating Too T/Maker II-Vis
The Budger Planner
Universal Business Machone Plannung
and Forecasting
Viscale III
VisCalk Real Estate Template
CAPITAL PROIECTS

## Angle Projec: Scheduling

ADM-Project Management System Johtrak-Project Tracking
Milestone Project Management
Project Management System
Propect Planning
COMMUNICAIONS

## Apple Access II

## BISYNC-8C

## BSTAM

Class I)ata Recorder
CM-900 Burroughs Network Services
Communications Program
Crisstalk Smart Termina// File Transfer
Dasa Capture 4.0
Dasa Capture 4.0
Data Transporrer Package
Ditalink
nTs-3-Sesial Data Transfer
Electronic Mal
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METTY-Intelligent Termmal Packape Micro-counter
Micro-Telegram
Mkrolnk-80-File Transfer Program Reformatter- C/MM IBM Data Transter Remote Console Program Smarterm- $\alpha / M$ Eerminal Program Lerm II-Computer Intercommunication Term Intercommunications Package TTY-Communic Computers

Uikmate Transfer
Visiterm-Communications Program VT-100 Emulator
Western Union Interface
DATA MANAGEMENT

CBS-Configurable Business System CCA Data Mgt System

## CM 2020 Configur

Data Management Program
Data Manager
Data Master
Data-View Electronuc Filing Cabinet Database II
Database Management
Datafax
Dataflow-Info Processing

## Datastar Datastore

Datatree
Disk-Edit-Screen Oniented Disk Editor DMS-Data Mgrnt System

## FABS II-Rapid Keyed Access

Fast Entry for Tabs Business Modules FINDAFYL-Reference Retrieval System MS 80-Data Base Management Systemi GBS Database
General Database
HDBS-Hıerarchial Data Base FO Database Manager
Information Master-Data Mgrnt System TDS.Key to Disk, Data Entry Linkindex-Pascal Utliry
MAG/Base-Data Base Management
Manager-Relational Data Base
MDBS DRS-Micro Database Mgt Systen
MUMPS-Language for CP/M Database
Optirnum Data Mgmt Program
PRISM/ MS-Informaton Mgt System
RADAR-Random Access Data Acquisition
Reprogrammable Data Base
Scientist-Data Base \& Statistucal Pkg
Selector Ill-Data Base Processor Selector IV-Data Base Mgr Selector IV-Key Access Info Selector V-Data Base Mgmt STATPRD-Integrared Database System Stoneware Utillty Package
Super Kram II - Multh-Keyed Random Access
The Reprogrammable Data Base Program VisiDex-Data Base Mgt System Yisifile Data Base Mgt Package Whatsit?-Conversational Query/Retrieval

| DATA SECURITY SYSTEMS |
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| Absolute Security |
| Encode/Decode Securty System |
| DISTRIBUTION |

## ABT Retall Manager <br> Beer Distributor Management

Oil Jobber Management Systern
Order Entry and Inventory Control
The Store Managet

| EDUCATION - BUSINESS |
| :--- |
| Accounting Turor |
| Comparative Buying |
| Income Meets Expenses |
| Inreractive Typing Tutor |
|  |
| Development |
| Mastertype-Typing Instruction |
| Money Mgmt Assessment |
| Typing |

## Typing

Typing Turo
You Can Bank On lt-Bank Concedrs

## EDUCATION - CHEM/PHYSICS

## Acid-Based Cherns

Atornic Structure
Chem Lab Simulation
Chernistry With A Compu
Fundamental Skills for General Chemistry
High School Chemistry
High School/Jr College CAL Biology
Hıgh School/Jr. College CAI Physics
Organic Nomenclature
Physics

| EDUCATION - ENGLISH |
| :--- |
| A Batch of Endings |
| Agreement of Pronoun/ Antecedent |
| Alphabetize |
| Capitalization |
| Catalug Cards |
| Commas |
| Compu-Read |
| Compu-Spell |
| Coordination |
| End Marks |
| Excess Words |
| Faulty Coordnation |
| Hearmg the Homonyms |
| lrregular Verbs |

Language Drill
Language Drilt
Locate Books on the Shelf
Magıc Speils
Misplaced Modifier
Parallel Structure Possessing the Possessives
Prefixes \& Suffixes Prefixes \& Suffixes
Ruotations
Readng Level
Readings In Literature
Run On Sentences
Scramble
Sentence Diagramming

## Sentence Fragments

Spell-N-Tıme
Spelling Bee with Reading Primer
Spelling Those Plurals
Sifll More Nasty Demons
Subordunation
The End of the Endings
Those Nasty Demons
Understand the Card Catalog
Understand the Title Page

## Use an Index

Use the Table of Contents Word Scrambler \& Super Spellect
$\frac{\text { EDUCATION }- \text { MATH }}{\text { Addition \& Subtraction }}$

Algebra
Basic Marh Skills
Compu Math. Aruthmetic Skills
Compu-Math Decimals
Compu-Math Fractions
Counting Bee
Decimal Estirnation
Division
Drill II
Elementary Marh
Fractions
Geometry and Measurement Dill
Lessons in Algebra
Marching and Using Numbers
Marching Geometric Figures
Math-Addition \& Suberaction
Marrix Mathematics Package
Measurements
Multiplication \& Division
New Subtraction
Numerncal Analysis Mathemancs
Problem Solving
Problem Solving in Everyday Math
Sign Drull/ Typing
Statistical Analysis I Mathematics
Typing Fractions

| EDUCATION - MISC |
| :--- |
| 2ES Courseware |
| American History Through |
| Biographies |
| American Indians |
| Antonyms |
| Apple Sack 2 Home Education |
| Approximate Measure |
| Astronomy I \& Il |
| Concentration-Taxing |
| Counting Calories |
| Early Civilization |
| Educatonal Package |
| Educator's Disk |
| Famly Fun |
| Farm and Farm Products |
| HI-Res Life |
| History |
| Home Safe Home |
| Insects |
| Light Pen Quiz |
| Literature |
| Luving Things |
| Math. Sports, Erc |
| Middle Ages |
| Money |
| Moptown |
| Mother Goose Rhymes |
| Music/Art |

## Our Bodie

Poison Proof Your Home
Questions \& Answers in Biology
Questions \& Answers in History

## Quizstat

School Days
Sentence Begunning
Shore Features
Sound
Supermap
Synonyms
Systems of the Body
Feacher Create Series
Teacher Plus
Telling Time
Tor Tasic Teacher Pac
The Erath and li's Composition
The Professional-Teaching Program
The Solar System
Transportation History
Typing
United States
Visual Perception Tests
Weather Fronts
Wbrk Relationships
World Desert Region
World Polar Regions

County Carnival
Cyber Strike Disk Talker Dr. Chips
Dragon Fire Dragon Fire
Dungeon Executive Fitness Falcons Falcons
Fantasyland 2041
Fantasylanmon Flight Simulator Galactic Atrac Galactic War Garnes People Play Games People Play
Gamma Gobins Grobbler Golf/Cross-Out Gorgon Hammurab Hammurabl
Head On Game Head On Game
Hellfire Warrior $\mathrm{H}_{1}$-Res football


| ORDER ENTRY/ ACCOUNTS RECEIVABLE | Medical Office Management <br> Medical Secretary <br> Medical/Dental Management System |
| :---: | :---: |
| BIT Accounts Receivable Program | Medica// Managet |
| Cash Recerprs Sistem | MedicalEase |
| Company Sales | MedPak |
| lnvoice Compiler | Medups - Billing \& Insurance Forms |
| Invorcing | PAS - 3-Patient Billing ix |
| Membershup Billing | Accis Receivable |
| microrec | Patient Accounting System |
| Muli-Property Accounts Receivalle | P1P-Payrol/ /nvoicing Program |
| Open Item Accounts Receivable | Protessional Office Management |
| Order Entry | Professional Time \& Billing |
| Order Entry and Billing | PTA - Professional Time Accounting Pkg |
| Order Entry and Invorcing | Series 8000 Dental Mgmt |



Series 8000 Medical Mgmi Series 9000 Family Dental Management The Patient Scheduler Timeclok
Timemaster - Time Accounting
Timesaver Client Billing Svstem
PROGRAMIMING LANGUAGES
Ada Compiler
Apple [II Business Basic
Appie III Pascal
Apple FORTRAN
Apple logo
Asple Pll.OT 65 -Assemble
BASIC A+ - Extended Business Basic
BASIC Compiler
BASIC-80
BASIC-80 Native Code Compile
BD Sotrware "C" Compiler
${ }^{\mathrm{C}}$ Compiler
CBASIC 2 Compiler
CIS COBOI
COBOL 80
Cos Assembler
$\operatorname{Cos}$ Assembl
Cos COBOL
Focal 65 -High Level Programming
Forth 86
Forth-I anguage Compiler
FORTRAN 80
FORTRAN IV
Hand Holding BASIC
KBASIC - Microsoft Disk Exrended BASIC
Language System with Apple Pascal
ISP-80 Compiler
MAC 8080 Macro Assembler
MULISP Compier
muMath/muSimp $80-\mathrm{High}$ Level
Programming

## rascal Compiler

Pascal/M86
Fascal/ MY + With SIP-ISO Standard
PU/1-80-Programming Language
RAIFOR - FOKIRAN Language
S. BACIC

Softronics
Stiff Upper Lisp
TCL Disk BASIC Inverpreter
TCL-Pascal
TEC 65 -Editing Language Tiny BASIC High-level Language Tiny C
Tiny-C-Two Compiler
Transforth I!
Transtorth 1 !
UCSD Pascal
Whitesmisth's Compiler
x. XY BASIC Interactive Process Control

PROGRAMMING UTILITIES
Apple Sak 4 - Utility Package
Basic U Uility Disk
Disk Utilities
Disk-o-Tape-Pascal
Disk-o-Tape
Dos Tool Kit
File Maintenance Pacikage
MAG/Sam Keyed File Mgmt Svstem MAC/ Sorr-Record Sort
Masterdisk-disk Sector Editor
MSORT - for COBOL 80
Pascal Utility L.ibraty
Pascal - Sort Program
PSORT - Pascal File Sorting
QSORT - Sort/Merge Program
SORT/B - Hybrid Sort
Supersort
Ultrasort
PURCHASING/ACCOUNTS PAYABLE
Accounting Pavable
Accounis Pavahle Busmess Module Accounts Pavable/ Purchase Order
Bookkeeper II - Accounts Payahle
Cash Dishursements Posting System
Check Writer
Company Pur
Company Purchases

Contractor Accounts Payable
Misk-O-Check
Print Chech Accounting Svstem
Purchase Ledger
Structured Systems Group Accts Payable
T-rop - Purchase Order Processing REAL ESTATE
American Software Properv Management
Apartment Building Investment Analysis
Apattment Manager
Commercial Property Systern
Construction Cose/ Profit Analysis
Cornwall Ararment Management
Income Property Analysis
Listings
Multi-P Poperty Accounting Svstem
Office/Arartment Rual Estate
Management
Properry Analysis System
Property Management
Property Management System
Expenses Analysis Program
Real Estare Analvzer
Realty Package
Rent vs Buy
Residential Property Managemenr
Tax Deferred Exchange Model
Tenant Processing Package
The Landlord-Property Mgrmt System
VisiCalc Real Estate Templates
TIME MANAGEMENT
\& SCHEDULING
Agenda Files
APM - Project Scheduling Appointment Calendar Datebrook Appointment Calendar Datebook Time Management System GLARDIAN - Computerized Scheduling Office Manager - Siaff Appointments Personal Dareborok PROSCHED - Project Schedule Time Manager

WORD PROCESSING
Apple Whild Oriented Tex: Editor
Apple Writer I!
Benchmark - Word Processing Sysrem
Docuuriter Texi Processor EDITRIX 1.0 - Ward Processing
Form Letter Module
Formutex - Business form Design
Goadspell
Letter Master - Basic Word Processor Letteright Correspondence Processing erterite Word Processing System Magic Spell - 20.000 Whird Dictionary Magic Wand - Phrase Insertion Magic Wand Word Processing System Magic Window Word Processor MAlL-MERGE-Wbrdstat Enhancemen Manuscriprer - Whrd Processor Masier Text Processor
Memonte III Word Processing Microspell Spelling Correcrot Pal ANTIR - Word Processing and
Personal Text Processing
Report Writer - Word Processing
Script III
Secrerary - Word Processin Spelliguard
Super- Text Whird Processing
TEXTWRITER III - Fext Fyrmatring
The Whard Spelling Checker
VTS-80 CP/M Wurd Processing
WordMas'er - Comprehensive Editor
Wurd Master Text Editor
WordStar - Word Processing

With these and thousands of other ready-to-use programs to choose from, including the vast array of $\mathrm{CP} \mathrm{M}^{*}$ software, you can do more things with an Apple than any other computer you can buy. So over 1200 authorized Apple dealers have a question for you:

What do you want it to do?

## together



## Boker Crescent Lufkin Nicholson Plumb Weller, Wiss Xcelite



Take a good look round this ad and you'll agree that "All together" is no exaggeration. Whether you're making or mending, cutting or joining, striking, measuring or stripping, there's a Cooper tool that's just right for the job. Don't take ith chances on tools. Specify Cooper and get 'em right the first time!



> Follow the example of professionals who record special events in people's lives. Use professional equipment on your shoot and dupe the results to home $1 / 2$-inch video cassettes. It's easier than you might think.

YOUR first step into the world of home video tape was probably to buy a Beta or VHS recorder. You taped your favorite programs-the Super Bowl, Star Trek reruns, motion pictures, and all the rest. And it was great fun to play them all back in sparkling color on your TV receiver!

Then you were ready to move on to bigger, more exciting projects. What about the possibility of taking your own video pictures? So you went out and got a modestly priced video camera. Again, it was fun to take the video tapes of your family and friends and play them back for everyone's enjoyment-with the picture and sound automatically synchronized. If you owned a portable recorder, you probably strapped it to your shoulder and moved out into the real world where marvelous things are happening all the time. What things? A sports event; your son
playing baseball; Jones Beach or Malibu, with snarling waves crashing against the rocks; or a picnic or other outdoor activity with friends. Capturing these video-with-sound moments on tape was rewarding, and rather easy to accomplish.

After a time, though, you became aware of the shortcomings in your video productions. As proud as you were, you knew they were rather amateurish. This fact generally didn't hit home until after a few showings when the novelty of seeing people you knew on the screen wore off. What about a more brilliant picture? What about editing? What about clean cuts without rolls and glitches? What about the repositioning of scenes or the elimination of erratic pans? What about wipes and dissolves and titles? What about a professional project?

You say, no, you've gone as far as you can; a person must realize his limitations. I say nay! You can execute an assignment with a professional look. If you feel adventurous and find the challenge irresistable, then the thrill of producing a broadcast-quality video story can be yours for as little as $\$ 1000$, though it could be more, depending on what you want to do. But $\$ 1000$ can include rental of all professional equipment for one day, including insurance and reasonably sophisticated editing-through to a $3 / 4^{\prime \prime}$ edit master and reduction to a $1 / 2^{\prime \prime}$ Beta or VHS dub for playback on your home video machine. It is also possible to shave a few hundred dollars by substituting an industrial camera for a broadcast camera. Both are professional; but, of course, the broadcast-type is superior.

Obviously, the expenditure of this amount of money should be reserved for recording only special occasions: a small wedding, golden anniversary, etc. The first step up to "pro" is the move from the $1 / 2^{\prime \prime}$ cassette format to the $3 / 4^{\prime \prime}$ cassette (called U-Matic). Not only is the video quality of $3 / 4^{\prime \prime}$ far superior, the editing technology is more sophisticated; in fact, creative possibilities are almost unlimited.

The equipment that I would suggest you get is generally referred to as the ENG (Electronic News Gathering) or the EFP (Electronic Field Production) package. Most TV news stores are recorded with this equipment. It consists of a portable broadcast-quality three-tube color video camera, a $3 / 4^{\prime \prime}$ U-Matic Porta-pak recorder, a tripod, microphones, lights, and appropriate accessories.

To find such equipment, it is necessary to ferret out a professional equipment rental house. They're not everywhere, but chances are there is at least one nearby. To find out, call a professional film or video tape production company, or perhaps your local television station. Once you have located a rental house, call and set up an appointment. This will give you an opportunity to see, price, and learn how to handle the equipment. Almost always there is someone on the staff of the rental house who is qualified and eager to explain in detail the function and operation of every item in the video package.

Be sure to check the condition of the equipment and the rental company's adherence to a high standard of maintenance. This is most vital to the project. After all, what good is recourse once you've arrived on location and all is ready for the shoot--except the equipment? The old adage, "A carpenter is only as good as his tools," applies here. Our rental price for the ENG package, which included a $\$ 35,000+$ video camera, was $\$ 650$. Most important, the equipment was kept in top condition by the rental house, G\&R Video, New York City.

## The Project

0NCE you've got your equipment, what are you going to do with it? Being surrounded by

At right is part of a page from the shooting script for "Solo." The audio portion was recorded on audio tape before the shoot. Abbreviations in the video column stand for such information as "medium long shot" (MLS) and "close up" (CU), while P.O.V. means "point of view?"

## THE ELECTRONIC WORLD

great technology is no better than sitting behind the wheel of a Ferrari . . . without gas. You need something to make the technology go. What you need is a video project. Doubtlessly, you've already reached down deep and tapped your own private well of creativity for this. I made my choice for this article and I will follow it through for you as an example of what can be done on a modest budget compared to what you'd have to pay for the services of a professional video crew.
Although I am not a pilot, I have logged close to a half-million miles as a sky traveller, island hopping the Caribbean in small single-engine props and spanning continents in 747s. Assignments have sent me north to the ice flows of the Arctic and southeast to the parched sands of the Sahara. Capturing images on film or tape . . . I love it . . . it's my flirtation with part of the sprawling universe.
I had a book of poetry published years ago. It was titled With My Head in the Clouds. All the poems were written while I was in flight. Not surprising, then, that the title of my video story is: Solo-a man's first flight alone. That, to me, is
one true measure of a man. How he performs, how he reacts when all he has to rely on when facing fate is himself. Now that l've related the genesis of my project, you may be inspired to begin searching for one of your own.

All film and video tape projects are divided into three phases: preproduction, production, and postproduction.

- Pre-production. This includes idea, research, script, storyboards, location, securing of crew, talent, and equipment.
- Production. The actual shoot.
- Post-production. Taking all the materials to an editing facility and arranging it into a coherent piece of art, ready for viewing

First, I needed a flying school. A phone call and a few minutes with Norbert Koenig, chief instructor at Nassau Flyers, and I knew I had the right man. A few days later, loaded with enthusiasm, I dropped in on Norbert at the Republic Airfield in Farmingdale, Long Island. We met in his office and he cooperated fully. He would provide the pilot and two planes, one for the solo flight and one for the air-to-air photography. He briefed me as if I were the pilot ready for the test

The photographs below were taken from a TV screen while the "Solo" recording was being run.
They show the general excellence of the taping-with close-ups and plane-to-plane shots.


## THE ELECTRONIC WORLD

with the wild wind of adventure at the scruff of my neck. He even took me up in a Cessna 172 to demonstrate the precise procedures and maneuvers his pupil would have to execute on that special day when he would be alone in the cockpit for the first time. I was now ready to begin.

Obviously, it is unwise to grab your rig, race out to the location, and shoot. A guide or guides are necessary. One guide may take the form of a shooting script (the story in sequence match-
ing the audio and video components). Another is the story board, a graphic illustration of the story with the audio typed in beneath each frame. Probably the most important guide to have on hand the day of the shoot is a "shot sheet " This is a scene-by-scene breakdown of all the shots necessary to complete the project and the order in which these scenes are to be accomplished. Scripts are rarely shot in sequence. Most often, the script is divided into in-


Morning sky. We will add the
AUDIO vo
Oh how I remember that day. It was just after dawn. The dir was crisp. The clouds moved slowly important day for me. a most I was to become a pilat. Was the day


VIDEO
Pilot at the controls.
ALIDIO Vo
what the hell am I do ng here anywoy?

If God had wanied man to fly hed have given him wings.


At left and above are five story boards, describing briefly what the scene is to show (including a sketch of the general idea you want in the shot) and the audio that is to accompany it. The actual scenes from the tape of these five shots are on the facing page. (The word "Solo" will, of course, be added in special effects.)
teriors and exteriors. For example, if multiple segments of a script take place in one exterior location, it is, without question, more feasible to cover those scenes at one session.

Also, if daylight is a factor, and we know that days always run out of light sooner or later, it becomes apparent that on a one-day schedule, exteriors should be dealt with first and interiors last-even if the interior scenes appear first in the script. A well-planned shot sheet reduces "run-around time," "set-up time," and almost ensures that no scene or shot will be omitted. For the technical approach to each shot, the director can refer to the shooting script, which will undoubtedly reflect his own artistic predilections.

Remember, time spent on preparation is never wasted. On the other hand, time wasted during production could affect completion of the project, especially when you realize you are strapped to a one-day rental schedule or that weather may not be favorable the next day.
Now the first preliminary was completed. The juices were flowing. To execute the project I needed a little help, so I enlisted Mike Cohen, my Production Co-ordinator, to work the camera. Mike was a good selection. He is not a professional cameraman. (We wanted no special advantage.) We also limited ourselves to the basic equipment package. No rigs, no dollies, no Tyler mounts for in-flight photography. What we could get for free by charming or pleading, we accepted with wide-eyed appreciation. This was not a pro project for us, merely a step up to
pro-the same adventure we are suggesting for you. I would direct, as well as handle the microphone and Porta-pak.

Nothing could stop us. We decided to shoot on a Saturday. That's something to remember. If you shoot on a Saturday you can generally rent and pick up the equipment on Friday afternoon, keep it all weekend, and return it Monday morning. And be billed for only one day's rental! But now let's devote a little space to the professional equipment that was used for the shoot with the intention of duping the results for playback on home $1 / 2^{\prime \prime}$ VCRs.

## The Equipment <br> T

 HE intrinsic differences between cameras for home, industrial, and broadcast use are given in Table I.The average home video camera has some obvious attributes. It is light and compact. Since the electronics are less complicated, less maintenance is required. In addition, it will capture a fine image under ideal lighting conditions: the results are acceptable, of course, on a nonprofessional level. But there's the rub.

It is true that the broadcast camera is heavier to carry about, though it does incorporate a comfortable shoulder brace to lessen the burden. More important, since we're discussing stepping up to pro, the additional weight is the direct result of the increased electronics and



If you're interested in learming how to fix air conditioning, service cars or install heating systems talk to some other sehool. But if you're serious about electronics...even earning an Associate Degree... come to CIE-The Electronics Specialists.


Special Projects Director Cleveland Institute of Electronics


My father always told me that there were certain advantages to putting all your eggs in one basket. "John," he said, "learn to do one important thing better than anyone else, and you'll always be in demand."

I believe he was right. Today is the age of specialization. And I think that's a very good thing.

Consider doctors. You wouldn't expect your family doctor to perform open heart surgery or your dentist to set a broken bone, either. Would you?

For these things, you'd want a specialist, And you'd trust him. Because you'd know if he weren't any good, he'd be out of business.

## Why trust your education and career future to anything less than $a$ specialist?

You shouldn't. And you certainly don't have to.

FACT: CIE is the largest independent home study school in the world that specializes exclusively in electronics.

We have to be good at it because we put all our eggs in one basket: electronics. If we hadn't done a good job, we'd have closed our doors long ago.

## Specialists aren't for everyone.

I'll tell it to you straight. If you think electronics would make a nice hobby, check with other schools. But if you think you have the cool-and want the training it takes - to make sure that a sound blackout during a prime time TV show will be corrected in seconds - then answer this ad. You'll probably find CIE has a course that's just right for you!

## At CIE, we combine

 theory and practice. You learn the best of both.Learning electronics is a lot more than memorizing a laundry list of facts about circuits and transistors. Electronics is interesting because it's based on some fairly recent scientific discoveries. It's built on ideas. So, look for a program that starts with ideas - and builds on them.

That's what happens with CIE's Auto-Programmed ${ }^{\circledR}$ Lessons. Each lesson uses world-famous "programmed learning" methods to teach you important principles. You explore them, master them completely . . . before you start to apply them!

But beyond theory, some of our courses come fully equipped with the electronics gear to actually let you perform hundreds of checking, testing and analyzing projects.

In fact,deperiding on the course you take, you'll do most of the basic things professionals do every day cven use a Digital Learning Laboratory to apply the digital theory essential today to keep pace with electronics in the eighties.

Plus there's a professional quality oscilloscope you build and use to "see" and "read" the characteristic waveform patterns of electronic equipment.

## You work with experienced specialists.

When you send us a completed lesson, you can be sure it will be reviewed and graded by a trained electronics instructor, backed by a team of technical specialists. If you need specialized help, vou get it fast in writing from the faculty specialists best qualified to handle your question.

## People who have known us a long time, think of us as the "FCC License School."

We don't mind. We have a fine record of preparing people to take and pass... the governmentadministered FCC License exams. In fact, in continuing surveys nearly 4 out of 5 of our graduates who take
the exams get their Licenses. You may already know that an FCC License is needed for some careers in electronics-and it can be a valuable credential anytime.

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Pattern shown on oscilloscope screen is simulated


1776 East 17 th Street. Cleveland, Ohio 44114

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Apt.
City
State
Zip
Age
Phone (area code)
Check box for Ci.I. Bill information: $\square$ Veteran $\square$ Active Duty
Mail today:

## THE ELECTRONIC WORLD

optics required to produce a superior image. The home video camera's single, color-sensitive tube cannot produce especially sharp, definitive color images when compared to professional cameras. The broadcast camera, in contrast, incorporates three individual $2 / 3^{\prime \prime}$ tubes-each one sensitive to one of the primary colors: red, blue, and green. This individual sensitivity guarantees that the color you see is the color you get.

And what about lenses? Both the home and the broadcast cameras incorporate zoom lenses. The home camera features a one or two-speed, 6 -to-1 or 8 -to-1 electric zoom. The broadcast camera in contrast, has a variable multi-speed 12-to-1 electric zoom, with far superior optics. That 12-to-1 zoom makes it possible to home in on subjects that would otherwise be far out of range.

Now let's take a look at resolution. A broadcast camera produces 500 to 600 lines of resoIution (the theoretical number of lines produced by a TV receiver with our NTSC system is 525). This produces a picture that maximizes sharpness and detail, assuming you use a good video monitor or superior TV set. The home camera produces an average of about 250 lines of resolution providing approximately one-half the resolving power. Hence, sharpness and detail are severely compromised.

Another important basis for performance comparison is signal-to-noise ratio. The broadcast camera has much higher $S / N$, usually in the vicinity of 55 to 57 dB , as opposed to 42 to 49 dB for a home video camera. The higher the number, the purer the signal and the less intru-

## TABLE I-PORTABLE VIDEO EQUIPMENT

## CAMERAS

| Weight (lb) | Home <br> 5 | Industrial <br> 8 to 12 | Broadcast |
| :---: | :---: | :---: | :---: |
| Cost (\$) | 500 to 1000 | 10,000 to 20,000 | 35,000 |
| Lenses | 6:1 to 8:1 single-speed power zoom | 12:1 multispeed servo zoom | 14:1 with built-in 2 X extender multispeed servo zoom |
| Resolution (lines) | 230 to 250 | 300 to 500 | 500 to 600 |
| S/N (dB) | 42 to 49 | 52 | 55 to 65 |
| Gain (dB) | 0 to 6 | $6+12$ | $6,12+18$ |
| White Balance | Manual, auto | Auto | Auto |
| Built-in Filters | Indoor/outdoor | Indoor/outdoor/ fluorescent | Indoor/outdoor fluorescent/ neutral density |

## RECORDERS

| Weight (lb) | 8 to 12 | 20 to 25 | 25 to 27 |
| :--- | :--- | :--- | :--- |
| Cost $(\$)$ | 800 to 1200 | 2000 | 4500 |
| Tape | $1 / 2^{\prime \prime}$ VHS or Beta | $3 / 4^{\prime \prime}(20 \mathrm{~min})$ | $3 / 4^{\prime \prime}(20 \mathrm{~min})$ |
| Tape Cust $(\$)$ | 10 to 15 | 15 to 20 | 15 to 20 |

sive the noise and interference. As a result, the video picture is decidedly less grainy. Also, the broadcast camera will produce an overall superior picture, especially in situations with minimal light.

Lens speed aside, the broadcast camera has a built-in gain control switch. This feature provides unusual shooting flexibility under low light conditions. By adjusting the gain switch you can add the equivalent of three f -stops-an advantage any professional will welcome with open lens.

Other positive attributes of a professional video camera include an automatic beam control (ABC) circuit that minimizes "comet tails" from moving objects and blooming that could occur with reflections or strong backlighting, plus a built-in genlock circuit and color-bar generator.

The professional $3 / 4^{\prime \prime}$ video tape deck itself provides better resolution than the home recorder. This results in far greater detail perception. The superior signal-to-noise ratio of the professional deck ensures a sharper image and more brilliant chroma.

Equally important is what can be done with professional equipment relating to the final video tape, the one you will play. For example if you want to do an "in-camera edit" using a Beta or VHS deck, you will probably wind up with disturbing glitches and rolls between edited segments. The professional deck, in contrast, will likely enable you to get clean, frame-accurate "in-camera edits," the kind you are used to observing in TV commercials and programming. Another important benefit is that $3 / 4^{\prime \prime}$ video-tape quality far exceeds the $1 / 2^{\prime \prime}$ format. The reasoning is simple. The $3 / 4$ " width provides each frame with 0.0039 " for the recording of video information, as compared to $0.0023^{\prime \prime}$ in the $1 / 2^{\prime \prime}$ format. Simply stated, $3 / 4^{\prime \prime}$ tape allows almost double the recording area. An analogy that suggests itself is a comparison between $8-\mathrm{mm}$ and $16-\mathrm{mm}$ film. The $16-\mathrm{mm}$ quality is obviously superior to $8-\mathrm{mm}$ because it, too, having twice the area, captures almost twice the detail. Also, $3 / 4^{\prime \prime}$ tape incorporates two audio tracks instead of the one inherent in $1 / 2^{\prime \prime}$. This allows for greater sound recording and mixing capability.

One of the most significant reasons for using $3 / 4^{\prime \prime}$ rather than $1 / 2^{\prime \prime}$ is that the poorer quality of a $1 / 2^{\prime \prime}$ original can't produce an acceptable thirdgeneration copy. The $3 / 4^{\prime \prime}$, alternatively, can indeed give a commendable third-generation copy. Since editing-room work results in producing the finished product, the one that will be shown is generally a second-generation copy. Hence you can appreciate the advantage of working in the $3 / 4$ " format.

If you've recorded with a Beta or VHS deck, you've probably wished you were allowed a little more sound flexibility, too. Having a microphone attached to the camera, which is commonplace with home video cameras, limits your creative potential significantly. You can only operate at a relatively near distance from your subjects. Professional equipment includes microphones that are unattached to the camera, and can accom-

Drop-Outs


Color Distortion


Particle Shedding


Noise


# be Prepareo to give upalot 

 WHE Y You SWIICH to Maxell hgex vieotape.If youre using ordinary video tape, youre probably getting a lot of extras you won't get with Maxell HGX.Like drop-outs, particle shedding, color distortion and noise-problems that can easily develop in tape thats imperfectly manufactured.

To create HGX high grade we use finer, sharper Epitaxial oxide particles and a unique binder system. The resulting tape not only produces a better picture, its a lot more durable.

In fact, our binder system has given HGX a drop-out rate that's significantly lower than that of any ordinary video tape. It has also virtually eliminated particle shedding-thats when oxide particles come off your tape and clog the heads of your machine. And because our oxide particles are so densely packed, Maxell HGX has superior high frequency response and a higher signal-to-noise ratio. Which means you don't have to live with color distortion or watch your picture through a screen full of snow caused by video noise.

So next time you buy video tape, try Maxell HGX. And give up a lot of things that never should have been part of your picture in the

modate mikes for almost all occasions. There are basically three types of microphones to choose from: omnidirectional to pick up sound from all directions; cardioid, which is a more directional microphone to minimize surrounding sound; and a highly directional microphone called a "shotgun" that's designed to pick up pinpointed-sound areas. Further, all professional cameras accommodate low-impedance microphones, usually 600 ohms , which permits using long cables without sacrificing high freqencies. Not all home cameras incorporate this feature.

A typical minimal professional contingent of lights would include some self-contained units. A Lowel kit is quite popular. One such kit holds three spots, and they accept bulbs of 750 or 1000 watts. When using lights it is important to

exercise extreme care. A 1000-watt bulb uses approximately 9 amperes.

Mounting your camera on a good pan/tilt head, with a light but sturdy tripod, will assure you smooth pans and tilts and a pleasant, flowing image. Heavier pro cameras require stronger tripods, naturally, to achieve optimum stability. You should avoid using the simple fric-tion-head types. A heavy-duty cradle-type or cam-link head is desirable. Best would be a professional fluid head. Add cables, extra batteries, connectors, and a slate, and you're ready to go.

Be sure to take along extra tape cassettes, masking tape, a felt pen, and an extra copy of the script. Make certain, too, that the battery is fully charged. Check your cables before you leave the rental place to be sure they all mate properly. Pro equipment uses pro connectors such as XLR, not RCA pin jacks.

## The Shoot

0N a cold Saturday morning, Mike and I in our station wagon with the equipment, roared into Republic to turn the story of Solo into a videotape reality.
The story is about a student pilot's first attempt at a solo flight. It is the final test. If he passes it, he graduates. He will no longer be a student pilot, but a pilot with bonafide credentials to challenge the very sky itself. We follow his every step. We record his fears, his doubts, his impressions, and finally his pride and nearecstacy as he brings his single-engine Cessna in for the final successful landing. He will have demonstrated the ability to conquer...to prevail . . . to overcome.

Our first set-up was listed on our carefully prepared shot sheet as being in Norbert's office at Nassau Flyers, where a flight instructor was giving final briefing to his student. We placed our Lowel lights to illuminate the desk area, then Mike white-balanced the camera.

To white-balance, a white card is held in front of the camera in the illuminated shooting area. The balance button is pressed. When a light indicator flashes, the button is released and the camera is automatically white-balanced for indoor video taping. When the camera is balanced for white, not only will white be pure, but all colors will be vibrant and true. Indoor lighting is generally considered to be about 3200 Kelvin. But nothing is perfect. The broadcast camera will adjust automatically to the actual existing

The shoot began one cold Saturday morning when the author and his colleague (serving as cameraman) Mike Cohen, arrived at the airport to set up their equipment. In the shot at left, Joe Bumbalo, the student pilot, approaches the plane to start his solo flight.
light temperature, however. Most home cameras are preset at the factory for exactly 3200 Kelvin. Consequently if color temperature is slightly less, the image will be slightly pink; if the light temperature is slightly higher, the image may be tinged with blue.

The second scene was the student outside the office, on his way to the training aircraft. Since this was an exterior shot and tubes are maufactured for indoor lighting conditions, it was necessary for Mike to make an in-camera switch to an 85 filter. This filter balances the tubes for daylight conditions, 5200 Kelvin. After the filter wa flipped into place, Mike white-balanced once again and we were ready to go.

The rest of the day was filled with work, and the fun and feeling of accomplishment. There was a shot list to be followed and sound effects to be recorded: the roar of take-offs and landings, the underscore of voices, and the whistle of the wind. For our ambiance and SFX (sound effects) we chose a directional shotgun mike with a protective windscreen.

When selecting your project, be aware that there are always limitations and opportunities. Remember, you have one day to record your story. My most fervent suggestion is to keep the project simple. For example, avoid on-camera dialogue as much as possible. In this case, remember your own limitations and those of nonprofessional talent. A good concept can be ruined by a touch of amateurism. Also, dialogue takes time to direct-many takes are required before satisfactory results are achieved. On a one-day shoot you forfeit the luxury of time. Stick to narratives. Shoot MOS. (MOS was a marvelous addition to the film lexicon often attributed to Eric Von Stroheim. The great German director was said to have informed his crew that he wanted a sequence shot in complete silence. When questioned, he was reported to have blurted out, "I vant the scene shot MIT OUT SOUND!' Thus, MOS.)

Plan your project for voice-over (a narration that moves the story along on one of the tape sound tracks). Since there are two sound tracks on $3 / 4^{\prime \prime}$ video tape, the second track can be used for music, sound effects, or to carry a prepared audio mix. In our case, the voice-over had been recorded on audio cassette so that the student could react to playback throughout the shoot.

Here are some hints for the new director. The more complicated the project, the longer it takes. The longer it takes, the more pressure you'll feel as you battle against the daylight and the clock.

Now that we have confronted some limitations, what about opportunities? They are many

During the shoot it was necessary, in order to show the student pilot actually in the air, to have a second plane for the director and cameraman. The wing of the second plane can be seen in the photo at right above. At near right, the tape crew cheers the student pilot as he completes his solo flight.

What can be more rewarding than creating a piece of art, flawed though it must be? To conceive an idea, and to help it develop into a finished work that bears the recognizable imprint of your talent has to be one of life's greater rewards. You are the writer...you are the producer . . . you are therefore The Creator.

Keep it as simple and uncluttered as possible. The camera is the observer. Let the action pass before it. A few appropriate zooms and some deliberate pans should suffice. Be creative by shooting alternate angles of the same action. What are alternatives? There are long shots, medium shots, close shots, extreme close shots, high-angle shots, and low-angle shots. There are other possibilities. For example, tracking shots, crane and boom shots, and helicopters, to name a few. However, these are


## THE ELECTRONIC WORLD

hardly feasible considering limited experience and the time and money at your disposal.

If you intend to use different angles during one sustained action or scene, you must shoot the scene several times. The talent must repeat the actions almost identically so that, when the shots are taken to the editing room, the cuts will match.

The second scene of Solo, where the student goes to his aircraft, can be used to illustrate a complete directorial procedure.

The student has emerged from the school building. He is about to head lor the plane and

get ready for his solo. He is worried. He will hesitate, then walk to the plane, and hesitate again before boarding. He will then open the door, enter the plane, close the door, and glance at the operating panel. Then he begins to throw the switches. Here was my shot sequence.

I had the student hesitate as he took a long look at the plane. Since the camera is trained on the talent, we are not photographing the plane. We will shoot that for the "point-of-view" shot, the shot that reveals what the talent was looking at the end of the scene. The student now begins walking toward the side of the camera.

The opening shot was a medium-long shot of his full figure. He starts toward the side of the camera. The camera is locked down as he approaches. As he approaches, the apprehension on his face is more apparent. As he moves past the camera and out of frame, we cut. We now turn the camera on the tripod and ready a rear shot of the student. His head will reflect the same field sizes as the end of segment one. On the word "action," the talent starts toward the plane, which is now in view. He approaches the plane and halts. He shakes his head and proceeds to board. He opens the door and enters. At this point we cut. The camera is now placed on the other side of the plane. We will shoot a medium close shot of the pilot entering the aircraft. The pilot deboards and repeats the boarding action. He opens the plane door, steps up and in, seats himself in the cockpit, and closes the door. He takes a hard look at the panel-as we execute a slight zoom. His hand then moves out and begins to throw switches in preparation to starting the engine. He throws all the switches. We cut.

We now move the camera man into the back seat for an over-the-shoulder close insert shot. We use a "Sun Gun" to illuminate the panel. We then shoot the panel alone, then cue the talent, who reaches for the switches and throws them. End of sequence.

Shooting in sequences and changing angles will help add visual excitement to your story.

All went well with our shooting because we were all prepared. At the end of the day we thanked Norbert and the pilot. We removed the red plugs from our video cassette so the images could not be erased, bagged our video cassettes, and headed for home. It was Saturday night and the editing rooms wouldn't be open until Monday morning. However, Sunday was not to be wasted. We screened all the original camera material. Since we had slated scenes and takes by originally setting our VTR counter to zero and logging by numbers the takes of

The illustrations at left show some of the excellent special effects that can be obtained. At top, the title, drawn by hand, is superimposed on an opening shot of clouds. Below, Norbert Koenig, of the Nassau Flyers School, gives the thumbs-up salute to the student pilot at takeoff. The two are combined in a vertical split-screen effect.


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[^4]$\square \square \square$

## THE ELECTRONIC WORLD

each scene we felt were best, we had the luxury of making preliminary selections.
Eefore leaving the shoot, however, let's consider some other thing you should do on a shoot that can make or break you. For example, check your video and audio levels beforehand and make a short test recording. Should you have wheels on your tripod, which we do not recommend for inexperienced video recordists, make sure they are locked except when moving. And when moving, orient the wheels in the direction you plan to go. Be sure, too, that you move aside cables that might obstruct your path.


To avoid tripping, tie cables around the tripod and the mike stand if you're using one. If using extension cables, tie the plug ends into a knot so that any pulling pressure will not disengage connections.

Always keep in mind that TV pictures have a 4-to-3 aspect ratio. Therefore, maintain a safe tilting area, all your important work inside a 10\% border area, for instance.

For easy editing, use a 10 -second leader before and after each scene. Simply continue to record the scene ends while counting to ten, then stop. This will make it easy to find each scene in the editing room.

Don't smoke around equipment; it can get into the heads and tape area and ruin a shoot. And label everything. Rushes, title, date, cassette number, master, copy, and whatever. This will avoid possible sorrow later, especially when you're paying for time in an editing room.

If your subject moves a distance closer or farther away from you, you must refocus the camera by zooming in all the way to the subject, and setting your focus anew.

Plan your shot sheets carefully, keeping in mind what various types of camera zooms, angles, and so on, mean to a viewer. For instance, if you zoom in for a close shot, the viewer will have a sense of participation in the scene; zooming out will make the viewer an observer. Keep a subject who is speaking to a side off center so that he appears to be speaking into some area or to someone. An eye-level shot gives one a feeling that he or she is talking to you personally.

To show a creative video change of scene or time, you could plan to fade out and fade in (in the editing room, generally) where the picture gradually dissolves and then becomes another picture.

Be wary of objects behind the subject that could undermine clear shots of it, whether they are simply clutter, objects with the same coloring, or objects seemingly growing out of the subject's head. If there's excess light behind the subject, zoom in on him so that the automatic iris will not be misled and leave you with a video subject who's in the dark.

Audio effects can be creative, too. One might plan to add music to start a scene, fading the sound as speech begins (MUSIC UNDER).

You can even be creative with titles, shooting them on your own. For instance, you might lead with a title and credits for your video "motion picture" by putting them on a long strip of paper and recording it close up as you "pedestal" the tripod as smoothly as you can from top to bot-

[^5]tom of the listing. Or you could secure the titles and credits to a drum and roll it while recording.
Here are some key words to use (and write on your shot sheets):

- Tilt: camera up or down on vertical plane.
- Pan: camera left or right on horizontal plane.
- Pedestal: camera elevation up or down.
- Dolly: camera moved back or forward. Then there are: Zoom (in or out), Long Shot (LS), Medium Shot (MS), Close-up (CU), Tight Close-up (TCU), One Shot (full person alone), Two Shot (two full figures), Full Shot (everyone full figure), and so on.


## The Edit

NOW we go on the editing room. You've probably heard the expression, "We'll fix it in the editing room.' It's equally accurate to state that a good video project can be "made" in the editing room . . . . especially in a $3 / 4^{\prime \prime}, 1^{\prime \prime}$, and $2^{\prime \prime}$ facility.

Beta and VHS offer very limited editing possibilities. For special effects, your $1 / 2^{\prime \prime}$ master would likely have to be bumped up to $3 / 4^{\prime \prime}$, then edited and reduced back down to " " again. The quality would be acceptable only to the most indiscriminating eye. Remember, each generation experiences a ten percent loss in image quality.

There are several editing options you should be aware of. There's a basic system that consists of an electronic editor, one tape deck, video monitors for search and preview, and one deck and one monitor for record purposes. The system is adequate for many projects. Of course, it limits your editing possibilities to clean professional cuts, though pre-shot titles can be inserted. Let's call this our "no-frills" editing package. Cost in New York City would be about $\$ 40$ to $\$ 60$ an hour with a video editor.

A more advanced system would include a Special Effects Generator (SEG), a title camera, and some pre-prepared graphics to be added during the session. Now you have the same possibilities as before, plus effects that add that magic touch of creativity. With the SEG, you can add to butt cuts by recording a variety of wipes with soft-edge or border-edge effects: vertical, horizontal, diagonal, and center to out-of-frame. You can wipe to black or color fields, pop on or fade in a graphic, colorize it, and then cut cleanly to the next selected scene. Cost? About $\$ 75$ to $\$ 100$ an hour with an editor.

A really sophisticated system could include equipment as elaborate as a $\$ 250,000$ computerized machine with a joy stick to easily produce insets of one picture placed anywhere in another picture.

After analyzing the script, we decided that for Solo, a basic two-machine edit would accomplish our two main objectives. First, it would help keep our budget under control; and, second, it would provide us with a finished product capable of satisfying our artistic appetites.

The New York facility that we used was Supermedia. It has everything we needed: two video decks, two monitors, and electronic editor, a $1 / 4^{\prime \prime}$ reel-to-reel audio tape deck, a graphics camera, and an editor, Sheldon Richmond, whose reputation for fast, creative editing was well-known to our colleague.
Briefly, here's the procedure. We had recorded the narration for Solo on a reel of $1 / 4^{\prime \prime}$ audio tape. The editor transferred the narration to one audio track on the $3 / 4^{\prime \prime}$ tape. Then, using our camera original, we cut picture to narration. With the use of the graphics camera and preset type, we also laid in the titles and credits. We played back our accomplishment and were well satisfied.

Unfortunately, creative effort never completely fulfills expectations. Playing the edited tape at home, we felt the need for some special effects to truly impress our intended viewers. So we took our edited $3 / 4^{\prime \prime}$ cassette to Devlin Studios, a highly respected creative New York video shop that's open 24 hours a day. Here we added special video effects, some of which are shown in this article. A special-effects generator was used, of course. Also our $3 / 4$ " tape was bumped up to $1^{\prime \prime}$ tape on an open-reel system, which is where the actual special-effect inserts were made before being inserted on our original.
The editing brought us to the end of our Solo. We emerged with a $3 / 4^{\prime \prime}$ master and a $1 / 2^{\prime \prime}$ dub to play for (and impress) all our friends. We had invested our energies and talents in this project and saw it finally emerge as a home video tape we're proud of. Picture quality of the edited version was equivalent to a first-generation tape shot with a good home video camera/VCR system, which is very satisfactory. What we gained was a professional-appearing film with appropriate scenes in proper order, seguing from one to another just like in the movies, an absence of editing glitches and wild camera movements, and titling and sound effects beyond the reach of home equipment. It's a video tape we can show again and again without apologies. For recording a special event, it was worth the time and money. One final piece of advice, though: If you have never used a video camera to create a flowing home story, it would pay to rent a $1 / 2^{\prime \prime}$ color camera (about $\$ 50-75$ ) or borrow one to get some dry-run experience before attempting that rare, more expensive shoot you'd like to create and own.

## The End

Credits: Production-Ganymede Productions, NYC (Larry B. Marks, Michael Cohen); Flight School-Nassau Flyers, Farmingdale, NY (Norbert Koenig, Joe Bumbalo); Editing-Supermedia, NYC (Sheldon Richmond); Special Effects-Devlin Studios, NYC (Bob Deuber, Peter Gold); Video Equipment-G\&RVideo, NYC (Stu Ruby, James Gleason).

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# TURN YOUR TV SCREEN NTO AN OSCILLOSCOPE 

## Low-cost device operates without modification on connections to your television receiver

## BY LARRY REAGAN

THE TV-Scope is a television-to-oscilloscope converter that transforms an ordinary television receiver into a sensitive, large-screen oscilloscope for audio frequencies. The TVScope doesn't require any modifications or connections to the TV and can be constructed with power supply and probe for around $\$ 25$.
What can the TV-Scope do? It can show pure tones (sine waves), distortion (undesired responses), ac riding on top of dc (ripple), and peak-to-peak amplitudes. You can also measure frequency (cycles per second), relative phases (time delays at different points in a circuit), and attenuation (gain versus frequency).
The TV-Scope features audio-frequency operation with a bandwidth in excess of 20 kHz . Input impedance is 20,000 ohms per volt and voltage ranges are from $\pm 1 \mathrm{~V}$ full scale to $\pm 500$ V full scale. An unusual characteristic of the TV-Scope is a displayed trace that is vertical rather than the normal horizontal.

How it Works. The TV-Scope makes use of two normally annoying properties of television-transmission and reception of electromagnetic interference (EMI). Examples of these phenomena occur when a TV interferes with an AM radio (EMI transmission) or when a vacuum cleaner motor interferes with a TV (EMI reception).
EMI is generated when the field around the high-voltage transformer inside the TV collapses. The puises emitted occur at a precise time in the scan of each line of the raster. The TVScope detects the flyback pulses and synchronizes its operation to them. It then generates a controlled noise pulse.

This noise rides right through the TV tuner without using an r-f carrier (just like the EMI from the vacuum cleaner).

If one noise blip is generated for each scan line and if the blips occur at the same time in each line, your eye integrates the blips into a continuous pattern from the top to the bottom of the screen. This is the oscilloscope trace. The timebase of the scope is the vertical oscillator of the TV. Varying the vertical hold changes the sweep rate.

Circuit Operation. A 555 timer chip configured as a pulse-width modulator is the heart of the TV-Scope. This chip generates a stream of pulses at a frequency exactly equal to the horizontal scan frequency of the TV. The rising edge of each pulse occurs each time the TV starts a new scan line. The falling edge of each pulse occurs at a time directly proportional to the magnitude of the signal being measured.

Referring to the schematic (Fig. 1), we see that $Q 2$ detects the pulses emit-
ted by the TV. Each time a pulse is detected, a flip-flop inside of timer chip $I C 3$ is set. This causes pin 3 of $I C 3$ to go to +6 V . Transistor $Q 1$ and resistor $R 3$ form a current source that charges $C 4$ When the voltage on pin 6 of $I C 3$ is equal to the voltage on pin 5 of $I C 3$, the internal flip-flop resets, and pin 3 im mediately goes to -6 V . This rapid fall is transmitted on a small antenna and is treated by the TV like a spark of noise Simultaneously, pin 7 goes to -6 V , which causes $C 4$ to discharge to -4.2 V . On the next scan line the cycle repeats (Fig. 2).

Operational amplifier $I C 2$ is used to condition the input signal being measured. The amplifier is programmed to a gain of about 20 by $R 4$ and $R 6$. Positioning of the trace is provided by offsetting the input by a voltage produced by $R 5$ and $R 17$. The input signal is presented to the noninverting input of $\overline{I C 2}$ through a voltage divider determined by R14 and a resistor selected by switch S3. Switch $S 2$ selects either the probe



## PARTS LIST

C1- $100-\mu \mathrm{F}, 50-\mathrm{V}$ electrolytic
C2,C3,C4,C5,C6-0.01- $\mu \mathrm{F}$ disc capacitor D1,D2,D3-1N914 diode
D4-5.1-V, $1 / 4$-W zener diode
IC1-LM340-12, + 12-V regulator
IC2-741 op amp
IC3-555 timer
J1,J2-Subminiature earphone jack
Q1-2N3906 transistor
Q2-2N3904 transistor
The following are $1 / 4-$ W, $10 \%$ resistors unless otherwise specified:
R1- 120 ohms
R2-20 ohms
R3- 8.2 kilohms
R4-680 kilohms

R5-2.2 kilohms
R6-33 kilohms
R7-470 kilohms
R8-20 kilohms, $1 \%$
R9-100 kilohms, $1 \%$
R10-200 kilohms, $1 \%$
R11-1 megohm, 5\%
R12-2 megohms, 5\%
R13-10 megohms, $5 \%$
R14-1 kilohm, $1 \%$
R15-10 kilohms
R16-10 megohms
R17-100-ohm, linear-taper
potentiometer
RECT1-1-A (or more) 50-PIV (in-line package) diode bridge
S1-Spst switch
input or an internally generated $5-\overline{\mathrm{V}}$ signal for calibration.

Switch $S 1$ applies power to the circuit. Full-wave diode bridge $R E C T 1$ converts the 18 V ac to dc that is filtered by capacitor C1. Voltage regulator ICl creates a stable $12-\mathrm{V}$ source. Resistors R1 and R2 and zener diode $D 4$ provide the $+6,+5,-6$ and ground references.

S2—Spdt switch
S3-6-position rotary switch
T1-117-V/18-V, 85-mA transformer
Misc.-Pc board, nonmetallic enclosure, subminiature phone plug (2), alligator clip (2), 8-pin socket (2), knobs, wire, solder, etc.
Note: The following is available from Microgrid, Box 613, Ithaca, NY 14850: a partial kit including pc board and all components that mount on board (less enclosure and externally mounted components) at $\$ 17.50$ plus $\$ 1.50$ postage and handling. Also available separately is the pc board for $\$ 7.50$. New York residents, add $7 \%$ sales tax.

Construction. A pc-board layout and its corresponding component placement guide are shown in Figs. 3 and 4. Solder all components to the board, taking care to note component polarities. The enclosure must be nonmetallic so that the required EMI can get in and out. The external output and input antennas are pieces of 22 -gauge wire about 8 and 24 inches long respectively.


Fig. 2. Waveshapes at various points in the circuit.


Fig. 3. Foil pattern for the printed circuit board.


Fig. 4. Component layout diagram for the pc board.

It is helpful to terminate the input antenna to a jack labelled "ExT" on the front panel in case more wire is needed. Remember the TV radiates strongest near the high-voltage section and directly in front of the screen.

A low-cost probe can be constructed by mounting two pieces of wire to a subminiature earphone plug. Red and black alligator clips or probe tips can be used to indicate signal input and ground.

Set-Up and Calibration. Turn on the TV-Scope and set the position control midway through its range. Set the NORM/CAL switch to NORM. Set the range switch to the $5-\mathrm{V}$ range. Disconnect the TV from any remote antennas or cables. If the TV has a built-in antenna, it should be connected. If the TV does not have a built-in antenna, construct one by attaching two pieces of wire approximately three feet long to the antenna terminals. Turn on the TV and set it to a channel that is not normally used (channels 2-6 on the vhf dial
work best). Hold the TV-Scope six inches from the TV and move it around until you get a black line down the center of the screen. (If you find that you can't get a line or if you can get one only by holding the TV-Scope in an awkward position, try adding three feet of wire to the ExT input of the TV-Scope.) The best trace is a wide black bar with a


Fi3. 5. Calibrated strip of paper taped to front of TV screen.
thin white line down the middle on a gray background.

Tape a strip of paper horizontally across the face of the TV screen in order to construct the voltage scales. Move the position control so that the trace is centered on the screen. Mark this point on the strip " 0 " for zero volt. Turn the nORM/CAL switch to CAL and note that the trace moves to the right. Mark this point " +5 ." Move the position control until the trace is back to zero volt. Now set the nORM/CAL switch to NORM and note that the trace moves to the left. Mark this point on the strip "-5." Now you can divide the distance between -5 and +5 into 10 equally spaced large divisions representing one volt per division (Fig. 5). The other ranges are automatically calibrated by this procedure. The +5 mark on the 5 V range corresponds to +1 of the $1-\mathrm{V}$ range, etc.

Applications. You can experiment with the TV-Scope by hooking the input probe across one of the speakers of a phonograph amplifier. The trace will follow the music, varying in shape with the different sounds received. The light show produced is also a practical indicator for detecting clipping and other types of distortion in the amplifier.

Consistent waveforms can be seen by playing a test record, such as the Shure TTR103 Phono Cartridge Traceability Test Record. Different frequencies can be produced by changing the turntable speed. Although the TV-Scope has no trigger, you can stabilize the display by adjusting the vertical-hold control on the TV.

If you can't get your hands on a sinewave generator, an electric guitar can be used to synthesize sine waves. You can also investigate the waveforms of electronic organs and other music synthesizers.

Many home computers use audiocassette recorders for program storage and loading. The TV-Scope connected to the cassette output allows you to adjust the peak-to-peak output to the recommended optimum value (usually 4 V) for reliable program loading.

You can measure frequency and relative phase with two TV-Scopes. A known reference signal is displayed on one channel and the input signal on the other channel is compared against it. Dual-trace also enables measurement of stereo separation and phasing between speakers by displaying both speaker outputs at the same time. These are just a few of the ways to use the TVScope. After working with the scope for a while you'll find many more applications.

# TIMINC DIAGRAMS: $\square \longrightarrow$ READ AND USE THEM 

## Ability to interpret timing diagrams from device manufacturers is essential in designing and troubleshooting digital circuits

IN A digital system, whether it is a simple countdown circuit or a complex computer, timing is everything. Except for the simple inverter (one input, one output), logic elements such as gates, flip-flops, and counters require that two or more signals be applied to their respective inputs at the right time in order to produce the desired output. If there is a timing error and one signal is delayed for some reason, the logic element will not function properly-if at all. Thus, timing diagrams are important tools in the work of digital circuit designers.

The waveforms of digital signals are invariably shown in ideal shapes such as that in Fig. 1A. Note the infinitely fast rising and falling edges of the ideal pulse. However, we live in a world where capacitance, inductance, and time are realities,


Fig. 1. An ideal digital signal (A) and a more realistic waveshape ( $B$ ).


Fig. 2. Input and output waveforms for an inverter. Propagation delay shown at (C).
so it takes a finite amount of time (usually measured in nanoseconds) for a digital signal to change states. This is shown in Fig. 18, where rise and fall times are measured between the $10 \%$ and $90 \%$ points of the waveform.

In the waveforms shown in this article, idealized shapes are used to simplify the drawings. In reality, they would look more like the waveshape in Fig. 1B.

The Timing Diagram. A timing diagram illustrates how logic signals change with time in relation to other signals. The format is: logic level (or voltage) on the vertical axis, and time on the horizontal
axis. The diagram is "read" from left to right.

Consider the inverter shown in Fig. 2 A . (The small circle at the output indicates signal inversion.) The timing diagram for this device (Fig. 2B) shows how the output is the inverse of the input signal. However, in the real world, it takes time for the semiconductor elements within the device to respond to the input signal. This is known as the "propagation delay" between the two signals (Fig. 2C). This delay is present in all logic elements


Fig. 3. Timing diagram for a D flip-flop (A); modified at (B) to show delay.

Introducing incredible tuning accuracy at an ir rredibly affordable price: The Command Series RF-3100 31-band AM/FM/SW receiver.* No other shortwave receiver brings in PLL quartz synthesized tuning and all-band digital readout for as low a price. ${ }^{\text {t }}$ The tuner tracks and "locks" onto your signal, and the 5 -digit display shows exactly what frequency you're on.

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communications accurately with BFO Pitch Control. Want to bring in your favorite programs without lifting
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The Command Series RF-3100 and RF-6301. Two more ways to roam the globe at the speed of so -nd. Only from Panasonic.
Shortwave reception will vary with antenna, weather conditions, operaior's geographic location and other factors. An outsice antenna may be required for maximum shortwave reception.
$\div$ Based on a comparison of suggested retail prices.

# This Panasonic Command Series" shortwave receiver brings the state of the art closer to the state of your pocketbook. 


and has to be accounted for in timing diagrams.
The timing diagram for a D flip-flop is shown in Fig. 3A. Operation of this device is such that, when the clock input is a signal with a rising edge, the data (logic 0 or logic 1) at the $D$ input is transferred to the Q output and held there until the next clock pulse. The diagram in Fig. 3A is for the case where the $D$ input was at logic 1 when the clock pulse appeared. The Q output shows the D -input transfer along with the propagation delay. If the $D$ input were at logic 0 when the clock pulse was received, the Q output would not have changed. There would still be a propagation delay but it would not show on the timing diagram because both sides would be at logic 0 . In either case, the Q output would be valid at time $T$.

In the modified partial timing diagram shown in Fig. 3B, the D input and the Q output are shown at logic $Q$ and logic 1 at the same time-clearly an impossible situation. This technique is used to illustrate both logic conditions (old value and new value) that can exist before the clock pulse and after the clock pulse propagation delay time. After time T, the signals assume their proper states.
In computer circuits, there are sets of signals called "busses." In an 8 -bit processor, there will be eight signals in the data bus, 16 in the address bus, and some undetermined number in the control bus. As shown in Fig. 4A, instead of drawing all eight input and output signals separately, we show them as a group. Here the inputs settle in before the arrival of the clock pulse, and the outputs assume the required state after the propagation delay of the data pulse. In the logic diagram of Fig. 4B, the large arrows with the numbers inside them are used to indicate the eight inputs and outputs.

Another symbol that is often used is shown in Fig. 5. In this case, the falling edge of signal 1 causes the falling edge of signal 2 or the rising or falling edges of whatever other signals are being triggered.

A Real Chip. Let us examine the specifications for a real TTL device-in this case a 74LS163 4-bit counter. As indicated by the letters "LS" in the number, this is a low-power Schottky device.

Other than gates, most digital logic (regardless of family) is timed from a system "clock"-a pulse train with steep rising and falling edges. Since the 74LS163 is a TTL device, the clock must be "TTL compatible." This means that a clock level less than 0.8 volt is considered a logic 0 and a level greater than 2 volts is considered a logic I. Input voltages between these two levels are disallowed.
To determine the maximum clock frequency that can be used, one must exam-


Fig. 4. How sets of signals are indicated as busses in an 8-bit processor.


Fig. 5. Arrows are used to indicate cause and resultant effects.


Fig. 6. The clock period has a lowtime and a hightime.

ine the specification sheet for the 74LS163. When the chip is operated at 5 $V$ at $25^{\circ} \mathrm{C}$, the specs say the maximum clock frequency ( $\mathrm{f}_{\text {clock }}$ ) is 25 MHz . Some individual chips may operate above this frequency, but there is no guarantee.

At 25 MHz , a single clock period is 40 ns and 25 million of these occur in every second. On the spec sheet it also states that the minimum period allowed (clock hightime plus clock lowtime) is 40 ns and that the width of the clock pulse ( $\mathrm{T}_{\text {welock }}$ ) is 25 ns min. The manufacturer defines $\mathrm{T}_{\text {welock }}$ as the low interval, leaving 15 ns for the high interval. This is shown in Fig. 6A. Note that ideal waveforms are used in this illustration. The more realistic waveforms are shown in Fig. 6B. Here, the rise time is the length of time the clock voltage spends in the region between a valid logic 0 and a logic 1 .

The fall time is the analogous length of time when the clock voltage is falling from a logic 1 to logic 0 . The rise and fall periods are known as the clock's "edges." Maximum rise and fall times are usually not specified, but they should be kept as fast as possible in a clock circuit.

In Fig. 7A, the 74LS163 is counting the clock pulses to produce an output sequence of $0000,0001,00100011$, etc., which converts to $0,1,2,3$, etc., in decimal. This is clearly shown in the timing diagram of Fig. 7B, where the out puts for each clock pulse are shown. In a diagram like this, it is customary to put the input (cause) on the top and the outputs (effects) below.

If clocking of the circuit in Fig. 7A continues, it will eventually arrive at its maximum count of 1111 (decimal 15), with the next clock pulse producing an 0000 output. The cycling between decimal 0 and decimal 15 continues as long as clock pulses are provided.

To make this circuit count to some number less than decimal 15 , say 12 , some means of detecting the occurrence of decimal 12 ( 1100 binary) must be used. This is shown in Fig. 8A, where a two-input NAND gate has been added. The bi-

Fig. 7. The circuit at (A) is counting the clock pulses to produce the proper output sequence as illustrated by the waveforms in (B).


Fig. 8. The circuit of Fig. 7 modified to detect the occurrence of decimal 12.
nary sequence from 0000 to 1111 for the output terminals of the 74 LS 163 is as follows:

Binary
DecimaI

| D | C | $\mathbf{B}$ | A |  |
| ---: | ---: | ---: | :--- | ---: |
| 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 1 |
| 0 | 0 | 1 | 0 | 2 |
| 0 | 0 | 1 | 1 | 3 |
| 0 | 1 | 0 | 0 | 4 |
| 0 | 1 | 0 | 1 | 5 |
| 0 | 1 | 1 | 0 | 6 |
| 0 | 1 | 1 | 1 | 7 |
| 1 | 0 | 0 | 0 | 8 |
| 1 | 0 | 0 | 1 | 9 |
| 1 | 0 | 1 | 0 | 10 |
| 1 | 0 | 1 | 1 | 11 |
| 1 | 1 | 0 | 0 | 12 |
| 1 | 1 | 0 | 1 | 13 |
| 1 | 1 | 1 | 0 | 14 |
| 1 | 1 | 1 | 1 | 15 |

There are two important facts about this circuit: (1) when both inputs of a NAND gate are high, the output is low-otherwise it is high; (2) when the CLR (clear) input of the 74LS 163 is low, the counter resets to 0000 and when the CLR is high, the device counts.

In this example, the two NAND gate inputs are connected to outputs C and D , with the normally high output connected to the clear input of the counter. It counts normally from 0000 until it reaches 1100 . Then the output of the NAND gate goes low, resetting the


Fig. 9. Timing diagram for the circuit in Fig. 8 using parts specified.
counter to 0000 . Thus, the counter/gate arrangement can be forced to count up from 0000 to 1100 in cyclic fashion. The timing diagram for this is shown in Fig. 8B. The circuit and the timing diagram appear to be satisfactory, but it is important to determine whether the 74LS163 will produce the new output and whether the NAND gate will produce an output in time to provide the clear signal before the next clock pulse.

The time period labelled "output delay" is a measure of how fast the counter changes states with the clock pulse. If we refer to the specification sheet for the 74LS163, we find that two different switching parameters are listed: one when switching from a 0 to 1 and another for the 1-to-0 transition. Since the major concern is to produce a 1100 signal for the NAND gate, the maximum specification of 24 ns will be used. Thus, at most, 24 ns after the twelfth clock pulse's rising edge, both of the inputs to the NAND gate will be at logic 1 . According to the specification sheet for the 74 LS 00 , the output goes to logic 0 within 15 ns max. This becomes the clear signal for the 74LS163 and will get clocked into the counter at the next clock edge.

The timing diagram is now as shown in Fig. 9. When the time delays through the counter and NAND gate are added, the result is 39 ns -just barely in time for the next clock edge. Will this work? Although it looks as if it would, one more specification has to be accounted for.


Fig. 10. Timing diagram for the clock circuit using a faster counter unit.


SEPTEMBER 1982

TYPES SN54160 THRU SN54163, SN54LS160A,THRU SN54LS163A,
SN54S162, SN54S163. SN74160 THRU SN74163.
SN74LS160A THRU SN74LS163A, SN74S162, SN74S163 SYNCHRONOUS 4-BIT COUNTERS

PARAMETER MEASUREMENT INFORMATION


VOLTAGE WAVEFORMS

NOTES: A. The input pulses are suppled by a generator having the following characteristics: $P R R<1 M H z$, duty cycle $<\mathbf{5 0 \%}, \mathbf{Z}$ out $\approx 50 \Omega$; for ' 160 thru ' $163, \mathrm{t}_{\mathrm{r}} \leqslant 10 \mathrm{~ns}, \mathrm{t}_{\mathrm{f}} \leqslant 10 \mathrm{~ns}$; for 'LS 160 A ihru' LS $163 \mathrm{~A} \mathrm{i}_{\mathrm{r}} \leqslant 15 \mathrm{~ns}, \mathrm{t}_{\mathrm{f}} \leqslant 6 \mathrm{~ns}$; and for 'S162, $\mathrm{S} 163, \mathrm{t}_{\mathrm{r}} \leqslant 2.5 \mathrm{~ns}$, $t_{4}<2.5 \mathrm{~ns}$. Vary PRR to measure $1_{\text {max }}$
 'LS163A, and'S163, where $t_{n}$ is the bit time when all outputs are low.
C. For ' 160 thru ' 163 , 'S 162 , and 'S163, $V_{r e f}=1.5 \mathrm{~V}$; for 'LS 160 A thru 'LS $163 \mathrm{~A}, \mathrm{~V}_{\mathrm{r}}$ of $=1.3 \mathrm{~V}$.

FIGURE 1-SWITCHING TIMES

## Texas Instruments <br> -OBt Office aox soiz - OALLAES TEXAS 75222

Timing diagrams for the 74LS163 from "The TTL Data Book."

This is setup time, the minimum amount of time the IC requires a signal to be valid before the next clock edge appears.

The 74LS 163 specifies a "Clear Input Setup Time" of at least 25 ns . Unfortunately, according to the timing diagram, our circuit provides only 1 ns . If we used
a faster Schottky NAND gate instead of low-power Schottky, the gate delay would be 5 ns instead of 15 ns . Since we are off by 24 ns , substituting a faster Schottky makes the circuit off by 14 ns . So it still will not work properly.

Now if the counter were a faster

Schottky, the "Clock to Output Valid" time is reduced to 15 ns (instead of the 24 ns for the low-power Schottky). The setup time on the clear input is reduced to 14 ns. This is shown in Fig. 10. Thus the new Schottky version will indeed work.

There is one circuit "trick" that can be
recommended operating conditions

|  |  | SN64LS |  |  | SN74LS |  |  | UNIT |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | MIN | NOM | MAX | MiN | NOM | MAX |  |
| Supply voltage, VCC |  | 4.5 | 5 | 5.5 | 4.75 | 5 | 5.25 | V |
| High-tevel output current, IOH |  |  |  | -400 |  |  | -400 | $\mu \mathrm{A}$ |
| Low-level output current, IOL |  |  |  | 4 |  |  | 8 | mA |
| Clock frequency, felock |  | 0 |  | 25 | 0 |  | 25 | MHz |
| Width of clock pulse, ${ }^{\text {(wielock }}$ ) |  | 25 |  |  | 25 |  |  | ms |
| Width of clear pulse, $\mathrm{t}_{\text {w }}$ (clear) |  | 20 |  |  | 20 |  |  | ns |
|  | Data inputs A, B, C, D | 20 |  |  | 20 |  |  |  |
| Serup time tu lee Figures 1 and 2) | Enable P or T | 20 |  |  | 20 |  |  | ns |
| Serup time, 20 (see Figures 1 and 2) | Load | 20 |  |  | 20 |  |  | ns |
|  | Ctear ${ }^{\circ}$ | 20 |  |  | 20 |  |  |  |
| Hold time at any input, th |  | 0 |  |  | 0 |  |  | ns |
| Operating free-air temperature, $\mathrm{T}_{\mathrm{A}}$ |  | -55 |  | 125 | 0 |  | 70 | ${ }^{\circ} \mathrm{C}$ |

OThle applies only for 'LS 162 and 'LS163, which have zynchronouz clear inpute
switching characteristics, $\mathrm{VCC}=5 \mathrm{~V}, \mathrm{~T}_{\mathrm{A}}=25^{\circ} \mathrm{C}$

| PARAMETER ${ }^{\text {I }}$ | FROM (INPUT) | TO (OUTPUT) | TEST CONDITIONS | MIN | TYP | max | UNIT |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $f_{\text {max }}$ |  |  | $\begin{aligned} & C_{L}=15 \mathrm{pF} \\ & R_{L}=2 \mathrm{k} \Omega \end{aligned}$ <br> See Figures <br> 1 and 2 and <br> Notes 8 and 9 | 25 | 32 |  | MHz |
| ${ }^{\text {P PLLH }}$ | Clock | Aipple carry |  |  | 20 | 35 | ns |
| tPHL |  |  |  |  | 18 | 35 |  |
| tPLH | Clock (load input high) | Any |  |  | 13 | 24 | ns |
| ${ }^{\text {tPHL }}$ |  | 0 |  |  | 18 | 27 |  |
| ${ }^{\text {P PLH }}$ | Clock (load input fowl | Any |  |  | 13 | 24 | ns |
| ${ }^{\text {TPML }}$ |  | 0 |  |  | 18 | 27 |  |
| tPLH | Enable $T$ | Aipple carry |  |  | 9 | 14 | ns |
| tPHL |  |  |  |  | 9 | 14 |  |
| tPHL | Clear | Any 0 |  |  | 20 | 28 | ns |

[^6]Characteristics for the 74LS163 from the "The TTL Data Book."
used with the low-power Schottky devices. That is to detect the decimal-11 state as shown in Fig. 11. The circuit uses a three-input NAND gate and a flip-flop to detect the decimal-11 state and delay the result by one clock pulse so that clock-pulse 12 catches up before clearing
the counter. The gate has a 7 -ns propagation delay and the flip-flop requires 5 ns to setup. The flip-flop propagates the D input to the Q output in 9 ns max. Thus the 25 -ns setup required is met. Note that the counter has 31 ns to setup on the clear input.


Fig. 11. Circuit and timing diagrams to detect the decimal-11 state.

Conclusion. There are two areas to watch. Timing specifications are usually given for devices operating at 5 V and $25^{\circ} \mathrm{C}$. Since chips tend to get warm when operating, their timing specifications degrade at higher temperatures. This is why cooling fans are used in most equipment. Since winter temperatures may go below specifications, low-temperature specifications must also be considered when selecting chips for outdoor or automotive use.
The second problem may arise because specifications are published only for dc loads. If the dc load (fanout) of the circuit exceeds that of the specifications, other values will be downgraded. Increasing the surface area of a printed circuit trace or attempting to drive a length of cable could cause the IC to "see" a higher capacitance than specified. In each of these cases, the chip will exhibit slightly degraded performance. Most manufacturers provide a "derating" graph to take care of such contingencies.
Now you can see how even a circuit as simple as a counter can be assembled in correct logical order yet not work properly. What is important is that the timing diagram of the circuit is a valuable design tool which can save a lot of time later. $\diamond$

# 10-1ED <br> LOGIC PROBE 



## Readout indicates analog or digital voltages with 10 stepped LEDs

THERE are many different kinds of logic probes on the market, each suited to a different need. If you choose an inexpensive type, the probe may be useless in some instances because it lacks certain desirable features. What is needed is a sophisticated probe at a low price. It is possible to enjoy the "best of both worlds" by building this $\$ 20$ logic probe with a design based on a LED oscilloscope.

The logic probe not only indicates high and low states but the voltages in between as well. You can see high (greater than 3 V ), low (less than 1 V ), open (about 2.5 V ), or a maybe ( 1 to 3 V ) assuming TTL ICs. The probe can also be used as a peak-reading voltmeter. It has two range switches that allow you to view 0 to $2.5 \mathrm{~V}, 0$ to 5 V , and 0 to 30 V . (Actually, you can select any range you wish by changing the range resistors.) Since its response time is relatively fast, you can also view attack and decay times (leading and trailing edges) of a pulse.

The probe is good for digital and ana$\log$ signals and positive or negative voltages. It uses battery or other external power, and has a frequency range up to 1 MHz . It can be used to troubleshoot computers and peripherals, electronic organs, stereo equipment, etc.

Circuit Operation. Referring to the schematic of Fig. 1, switches $S 1$ and $S 3$ select voltage ranges of 0 to 2.5 V and 0 to 5 V respectively. When both switches are off, the $30-\mathrm{V}$ range is selected. Al-
though 30 V is the maximum voltage that can be indicated with this unit, higher inputs will not harm it.

The 3914 (/C1) is a dot/bar display driver used in the "dot" mode (pin 9 open). The voltage input is to pin 5 . Resistor RI controls the LED current, while $R 2$ is used to calibrate the voltage scales (the reference voltage of the chip is between pins 7 and 8). The 3914 drives a LED bar-graph array, which is made up of 10 LEDs housed in a 20-pin dual-in-line package. For the 5-V range, each LED lights in $0.5-\mathrm{V}$ steps.

Transistors Q1 and Q2 are connected in a Darlington configuration and serve as a high-impedance buffer. Connecting the 555 (IC2) as a monostable stretches the input pulse to 50 ms (or any length desired). Switch $S 2$, between pins 6 and 7, allows the 555 to stretch (switch closed) or store (switch open) a transient pulse. When $S 2$ is open, pin 6 is left floating. This disables the reset
portion of the 555 monostable. It will stay on until it is reset by closing the switch. This enables the probe to catch pulses as narrow as $0.1 \mu \mathrm{~s}$. Indicator $L E D 1$ is a rectangular, yellow light-emitting diode that signals the presence of a pulse. The time constant of the 555 is set by $R 3$ and $C 1$.

Construction. Construction of the probe poses one small problemfinding a case of the appropriate size and shape. The one used here was ob-

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It's smaller than a quarter. But DYNA-MIKE will transmit every sound in a room to an FM radio tuned to the proper unused frequency, from $1 / 3$ mile to 2 miles away.

If you're at a neighbor's home a block from your own. you can hear your baby's
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DYNA-MIKE has as many uses as your imagination can think of. For a business conference, let the tiny microphone sit unobtrusively on the table or concealed on a shelt, and you'll be able to record every word. For businesses, you can put an FM receiver in a warehouse or remote office and "broadcast'" instructions or orders to be filled.

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C3- $0.005-\mu \mathrm{F}$ capacitor
$\mathrm{C} 4-10-\mathrm{to}-22-\mu \mathrm{F}, 35-\mathrm{V}$ tantalum capacitor
D1-1N4000 diode (or any diode with a $50-\mathrm{V}$ or greater PIV)
DISP1-Light-emitting diode bar-graph array (Radio Shack 276-072 or similar)
IC1-3914 dot/bar display driver
IC2-555 timer
J1-Red nylon-insulated tip jack (Allied Electronics 828-1513 or similar)
J2-Black nylon-insulated tip jack (Allied Electronics 828-1512 or similar)
tained with one dollar and a trip to the supermarket for a Pepsodent toothbrush holder. It is transparent, small, plastic, and reasonably rugged. The holder has a hook attached to one end that has to be cut off with a fine saw and filed smooth.
Remove the battery clip from a dead $9-\mathrm{V}$ battery and lay it against the end of the case where the hook was removed. Mark where the two holes are and drill the case. Solder two 3 " insulated wires to the battery clip and slide the wires through their respective holes.

Coat the edges and ends of the case top with petroleum jelly. Then put the case together and hold it closed with a rubber band. With this done, coat the white section under the battery clip with clear epoxy and tape the clip in place. Put it aside to harden.

The pc board is long and narrow, as can be seen from the foil pattern (Fig. 2). Since the board is double-sided, you will have to use solder-through holes, molex socket pins, or spring pins.

LED1-Rectangular, yellow light-emitting diode (Radio Shack 276-081 or similar)
Q1,Q2-2SC458 transistor (see note)
Unless otherwise noted, the following are
$1 / 4$ - or $1 / 8-\mathrm{W}, 5 \%$ resistors:
R1-1.2 kilohms
R2- 1 -kilohm miniature trim pot
R3-22 kilohms
R4-470 ohms
R5,R10- 100 kilohms
R6- 1.5 megohms (see text)
R7-193 kilohms (see text)
R8,R9-2.2 kilohms
R11-30 kilohms (see text)

For those who don't use photo etching, make the pc board using the bottom pattern only. Install both top and bottom components as shown in the parts-layout diagram (Fig. 3). Using fine wire-wrap wire, connect all the points that should have been connected by the top pc runs. Although this is not economical for mass production, it is easy and inexpensive for the one-time project-especially a tightly packed one.

Once the epoxy has hardened, remove the tape and rubber bands and carefully separate the top and bottom of the case. If the petroleum jelly was put on properly, they should not be stuck together. At the opposite end, carefully cut, drill, or melt two holes large enough to insert red and black tip jacks. File two small notches in the top cover so that it will fit properly. Tip jacks are used for two reasons. First, it is simple to make a probe tip with the help of a tip plug. The second reason is that since this probe uses battery pow-

S1 through S4-4-position, miniature spst DIP switch
Misc.-Pc board, case, probe tip, 9-V battery clip, etc.
Note: Q1 and Q2 are npn signal transistors chosen for their square shape. The pin configuration is base-collec-tor-emitter. (A single Darlington can be used in their place.) The transistor is available at stereo repair shops or from Fugi-Svea, Inc. (Torrance, CA). A noninsulated tip plug is available from Allied Electronics (part no. 9200108).
er, negative voltages can be measured by reversing the probe tips.

Remove the tip jacks and solder one $3^{\prime \prime}$ wire to each jack. Insert the jacks in their holes and glue them in place with clear epoxy. Hold the jacks in place by putting the top on and a piece of tape across the jacks.

Cut a piece of soft foam $1 / 2$ " thick and as long and wide as the pc board. Once the epoxy has hardened, remove the top and tape, and clean with alcohol to remove the petroleum jelly. Place the pc board bottom side up next to the bottom of the case and attach the four wires to the bottom of the pc board.

Place the piece of foam in the bottom of the case and put the pc board on the foam. Push the top down and mark a square over the DIP switch and a dot over the calibration pot. Then using a small drill and file, cut out the holes. Once the holes are completed, position the top and hold with rubber bands. Label the DIP switch with press-on lettering.


Fig. 3. Component layout on pc board.
Fig. 2. Foil patterns for making a double-sided board.
To make a probe tip, solder the blunt or eye end of a heavy needle (or multipurpose T-pin) into the back of an insulated tip plug. Then cover the plug and part of the needle with heat-shrink tubing. The tip plug can then be inserted into the tip jack.

Calibration. Select a resistor just under 193 kilohms (e.g. 180, 150, or 120 kilohms) and connect it to a DVM. Use a Dremel-type grinder or small file and carefully remove enough carbon to obtain 193 kilohms or as close to it as possible. Do the same for the 1.5 -megohm and 30 -kilohm resistors. Seal the cut with epoxy or fingernail polish (nonmetallic type). Install the resistors, select the most important range, use a power supply to apply the full-scale voltage to the input, and adjust the calibration pot until the top LED just lights. No further adjustment is necessary.

Lower the input voltage to zero volts and then slowly increase it, noting the voltage that triggers each LED. For the $5-\mathrm{V}$ range, each LED lights in $0.5-\mathrm{V}$ steps. Do this for all voltage ranges. Using press-on lettering, label the LEDs.

Down the left (narrow) side, label every other LED starting at the top with 5 . On the right (wide) side, mark alternate LEDs starting at the top with 30 . The $2.5-\mathrm{V}$ scale need not be labeled because there isn't enough room and each LED is $1 / 2$ of the $5-V$ scale.

Connect signal ground to the ground terminal of the probe. Touch the probe tip to +5 V with the range switch in the $5-\mathrm{V}$ position. The yellow pulse LED should light for a time set by the RC constant of the 555 (about 20 ms for the components shown). Change the range switch to 30 V ; and when the probe tip is applied to +5 V , the LED should still light.

If the calibration is good, seal the case with clear plastic glue. Put the glue in only four to six places so that it can be taken apart if required. You may find it useful to cover the lettering with clear fingernail polish to prevent it from rubbing off. But this must be done quickly and carefully.

The logic probe should be a useful piece of test equipment. It can function as a probe or a multirange voltmeter, all in a package to fit in a shirt pocket. $\diamond$

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# ENTERTAINMENT ELECTRONICS 

## By Len Feldman

Professional-Quality $1 / 2$ " Video Tape

THE first video tape recorders, developed for broadcasting in the late 1950 s, used tape that was $2^{\prime \prime}$ wide. Most of today's VCRs use $1 / 2$ " tape and provide reasonably good picture quality. However, even the best $1 / 2 "$ VCR (Beta and VHS) begins to roll off frequencies at 2.0 MHz above the video baseband-well below the $4.0-\mathrm{MHz}$ limit of the NTSC standard. This means loss of picture "sharpness" or resolution of detail. For that reason TV studios continue to use 1 " or even $2^{\prime \prime}$ video recorders and playback equipment.

New $1 / 2^{\prime \prime}$ Video Tape Format. Last April, the Commercial Communications Commission of RCA proposed a new industry standard for broadcast quality $1 / 2^{\prime \prime}$ video tape to the Society of Motion Picture and Television Engineers (SMPTE). The new format uses a baseband record-
ing technique, which RCA calls Chroma Trak, for recording on the $1 / 2^{\prime \prime}$ video tape housed in standard 250 -meter ( $2 / 4 / 6$ hour) VHS cassettes. Chroma Trak is already being used in RCA's "Hawkeye" system which consists of all the components necessary for field and studio production, and post production. For example, the Model HCR-1 (Fig. 1) is a combined camera/video tape recorder. Separate cameras and portable video recorders, as well as studio model recorders and an edit controller, have also been developed for the Chroma Trak format and are already in use in some professional ENG (Electronic News Gathering) applications.

Compared with the now-standard Umatic format, for example, the color performance of Chroma Trak is said to be strikingly better. Freedom from color noise, streaky colors and even misplaced


Fig. 1. RCA's Hawkeye Model HCR-1 video camera and tape recorder.


Fig. 2. Separate tracks are used for brightness and chroma.
colors is reported to be apparent to even the most casual viewer. Perhaps most important of all is the fact that Chroma Trak is designed to be recorded on the familiar VHS home-recording cassette. Also, because the color subcarrier itself is totally eliminated from the recorded tape, problems of color framing in editing, which are prevalent in other systems, disappear entirely.


Fig. 3. Drum and color heads rotate in same direction as tape.

The greater "packing density" of the system (twice that of the U-Matic) translates into greatly improved picture quality; chrominance (color) resolution is claimed to be more than three times as sharp as in $3 / 4^{\prime \prime}$ systems. In addition, chrominance signal-to-noise ratio is reportedly improved by about 10 dB , and chrominance-to-luminance (brightness) registration is improved by a factor of more than 3 to 1 . Finally, luminance small-image detail is preserved, giving a sharpness previously not obtainable except in wide-tape studio VTRs.

How It Works. As illustrated in Fig. 2, Chroma Trak is basically a dual-track, helical-scan system which records the luminance or brightness signal in a track 7 mils wide, and records the color signal in an accompanying track 2.5 mils wide. These two tracks are slanted across the tape at a 4.7 degree angle. The two side-by-side luminance and chrominance tracks are "laid down" by a pair of heads mounted very close to each other on the drum, as shown in Fig. 3. Each of the two tracks is $4.1^{\prime \prime}$ long, and the two tracks, taken together, contain the information for a complete video field. The tape is wrapped 180 degrees around the drum and the drum rotates at exactly 29.97 revolutions per second. (Contrary to popular belief, the NTSC color is not synchronized to our $60-\mathrm{Hz}$ power-line frequency any longer. The slight deviation to 59.94 fields per second, or 29.97 frames per second, was instituted when the standard NTSC color system was adopted.) One TV frame is recorded for each revolution and one TV field is recorded on the tape for each 180 degrees of drum rotation. The drum's diameter is $2.44^{\prime \prime}$.

Figure 4 shows the complete tape format for the Chroma Trak system. There are four longitudinal tracks in addition to the angled video signal tracks. (The video tracks in Fig. 4 are now represented as a single track of 11 -mil width, but
will provide only about 20 minutes of recording time. If the new T-160 VHS tapes work properly in the Chroma Trak system, recording time will increase to something better than 26 minutes per cassette. Though this may not seem ade-


Fig. 4. Format of the Chroma Trak tape.
remember that they really consist of side-by-side luminance and color tracks, as shown in Fig. 2.) Two of the longitudinal tracks are used for audio (future stereo audio broadcasting for TV is taken into account), one for a control track, and one for time code for use in professional video work for subsequent post-production editing, dubbing, and audio synchronization. Longitudinal speed is 8 inches per second-much faster than the longitudinal tape speed used in home VCRs such as Beta or VHS format machines.
A bit of simple arithmetic tells us that a standard T- 120 VHS cassette, which contains approximately 800 feet of tape,


Fig. 5. Baseband distribution of FM Y (luminance) signal.


Fig. 6. Baseband distribution of FM I and $Q$ (color) signals.
quate to many home video recordists, remember that the primary purpose of the system is for use with cameras (and not for off-the-air recording) and virtually no news or special event stories run anywhere near that length of time.
The drum diameter, its rotational rate, and the speed of the tape moving longitudinally result in a head-to-tape effective speed of 225 inches per second. Since the Chroma Trak system claims a recording capability of 27 kHz per inch, the bandwidth capability of the system is greater than 6.0 MHz !

Signals On The Tape. When Chroma Trak is used in conjunction with the Hawkeye camera/recorder system, a pure luminance or " Y " signal as well as separate chroma "I" and "Q" signals are derived directly from the camera encoding matrix. In cases where such a camera is not used and the recorder is fed from another external NTSC signal source, a comb-filter type of decoder derives the Y , $I$ and Q signals. In either case, the three separate signals are converted to frequency modulation prior to being recorded on the tape. As shown in Fig. 5, the Y signal FM -deviates from 4.3 MHz (sync tip) to 5.9 MHz (peak white signal), and occupies a band which extends up to about 10 MHz . The signal is purely monochrome; strong color subcarrier systems that have caused moire-pattern interference in past systems are completely absent. Pre-emphasis is applied to the Y video signal before modulation. In addition, incremental pre-emphasis is applied to small transitions in signal amplitude to provide added edge definition

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The I and Q color signals are also converted to FM signals independently. The I signal deviation is from 5.0 to 6.0 MHz , while Q signal FM deviation is from 0.75 MHz to 1.25 MHz , as shown in Fig. 6. Both of these signals are also pre-emphasized before modulation. These two FM signals are then combined by simple addition and fed to the color track of the tape. The I FM signal is recorded at a level high enough to serve as the record bias for lower-level Q FM signal, which is recorded as a linear signal.


Fig. 7. Comparison of recording densities.

Those familiar with the technical problems associated with high-quality video recording will appreciate how some of these problems are eliminated with this system. Since the luminance signal is alone in its own channel, the moire-pattern from the subcarrier is simply not there. Also, there is no sub-carrier on the color track to be time-modulated by jitter, so there is complete freedom from visible noise streaks. Moreover, since differential phase and gain are a result of intermodulation between luminance and chrominance, the complete separation of these signals eliminates the problem.

The chart in Fig. 7 gives some idea of how video recording densities have improved over the years. Recording density is shown in cycles per inch of tape-tohead speed, and the new RCA Hawkeye system is compared with the popular UMatic $3 / 4^{\prime \prime}$ tape system, as well as with earlier systems such as Type C and the even older Quadruplex or Quad system.
The table in Fig. 8 is a comparison of picture quality between the new Hawkeye (Chroma Trak) system and the Umatic system in terms of color resolution, color signal-to-noise ratio, and color-toluminance registration

Home Use. So far the Chroma Trak system components are intended strictly for broadcasting professionals. That's not to say that you couldn't order a Hawkeye camera or video tape recorder from RCA if you were willing to pay the price. However, many manufacturers of home video equipment are busily attempting to come up with standards for $8-\mathrm{mm}$ or $1 / 4^{"}$ video tape formats - some of which may deliver as good a picture as the current hometype machines. If such narrower tape replaces the $1 / 2^{\prime \prime}$ variety for noncritical home applications, an improved $1 / 2^{\prime \prime}$ system such as the Chroma Trak might become the alternate choice for amateur video recordists who want professional quality. If the demand is strong enough, prices will probably come down.

|  | HAWKEYE | 1. IMCH |
| :---: | :---: | :---: |
| Chrominance resolution | 1.0 MHZ | 0.3 MHZ |
| Chrominance moisessmb | 48 dB | $38 \mathrm{d8}$ |
| chromimance registration |  |  |
| 3Ro gemeration | 90 MS | 300 NS |

Fig. 8. Comparing picture quality.

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## NeW LITERATURE

## Microcomputer Products

A new 40-page catalog (821) from Electric Specialists presents their line of microcomputer interference control products. Protective devices such as line voltage regulators and ac power interrupters are also included. Descriptive sections outline particular problems and suggested solutions. Address: Electronic Specialists, Inc., 171 Main St. Box 389,Natick, MA 01760.

## Semiconductor Guide

The Tube Products Dept. of GE has announced the availability of a new Replacement Semiconductor Guide that features over 195,000 cross references for quickly locating replacement semiconductors. The guide is 592 pages long and lists more than 4500 old and new parts, both foreign and domestic. Address: General Electric, 101 Merritt 7, PO Box 5900 , Norwalk, CT 06856.

## Digital Computer Distributors

Digital Equipment Corporation's Commercial OEM Group has published a new Directory that profiles over 50 independent firms nationwide that have become Authorized Digital Computer Distributors. Address: Computer Director, Digital Equipment Corp., Continental Blvd., Merrimack, NH 03054.

## TV/Video Sync Primer

The fundamentals of video and associated waveforms are explained in a new primer (Product Note 5953-3900) from Hewlett-Packard. Sixteen pages long, with 13 drawings and three photographs, the booklet includes a discussion of broadcast standards and nomenclature, as well as a comparison of the three systems of color transmission used around the world. Other sections cover theory of operation, typical selup, specifications, and possible applications when a TV' video sync option is added to an HP $1700-$ series oscilloscope. A glossary of TV and video terms is included at the back. Address: Inquiries Manager, Hewlett-Packard Co., 1820 Embarcadero Rd., Palo Alto, CA 94303.

## Avionics Build-lt-Yourself Kits

Radio Systems Technology is offering a 16 -page catalog containing over 20 kits for the do-it-yourself avionics enthusiast. Among them: aircraft intercoms, marker beacon receivers, unicom stations, headsets, and more. Miscellaneous equipment and supplies are also featured. Address: Radio Systems Technology, Inc., Airport Industrial Park, Grass Valley, CA 95945.


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## New Power MOSFETs

IF YOU have purchased power MOSFETs, you know that they generally cost more than conventional bipolar power transistors. Recently, however, Siliconix, Inc. announced a series of new, low-priced MOSFETs. Designed specifically to interface logic circuits with power devices, the transistors can be driven directly by CMOS, TTL or MOS logic. Typically, they are used to drive highspeed lines, transformers, LED digit strobes, relays, or solenoids.

All these new power MOSFETs are priced between 32 cents and 85 cents each when purchased in quantities of 100. One unit, the VN0300M ( 80 cents) has a maximum on-resistance of only 1.2 ohms. Supplied in a TO-237 package, it's rated at $700 \mathrm{~mA}\left(\mathrm{I}_{\mathrm{D}}\right)$ and has a breakdown voltage ( $\mathrm{B} \mathrm{V}_{\mathrm{Dss}}$ ) of 30 V .

The VN0808M provides a $\mathrm{BV}_{\text {DSS }}$ of 80 $V$, an $I_{D}$ of 350 mA and an on-resistance of 5 ohms. It's also supplied in a T0-237 package, and it sells for 85 cents.

At 32 cents, the VN2222L is the low-est-priced transistor of this new line. Supplied in a T0-92 package, it has an $\mathrm{I}_{\mathrm{D}}$ of 150 mA , a B $V_{\text {Dss }}$ of 60 V , and an onresistance of 7.5 ohms .

For more information about all nine of the power MOSFETs in this series, write Siliconix Marketing Services (P.O. Box 4777, Santa Clara, CA 95054). You may also wish to request a list of authorized Siliconix distributors.

Incidentally, if you want to begin experimenting with power MOSFETs immediately, you can buy the Siliconix VN10KM and VN67AF at Radio Shack stores. Radio Shack was apparently among the first major sources of electronic components for hobbyists and experimenters to recognize the importance of power MOSFETs. Let's hope other suppliers join the trend to this important new technology.

## A Panel-Mounted Thermal Printer.

 The miniature solid-state thermal printer originally developed for use with compact calculators is finding many other
uses. One is the Datel Model DPP-Q7 Digital Panel Printer. Measuring only $5.25^{\prime \prime}$ wide by $2.82^{\prime \prime}$ high, the printer incorporates an inkless thermal printer capable of printing up to seven columns of $B C D$ input data at four lines per second.

The DPP-Q7 is designed specifically as a hard-copy panel meter. For printing of the full ASCII character set of upperand lower-case letters, digits, punctuation marks, etc., Datel makes the Model APP-20 20 -column alphanumeric thermal printer. Similar in external appearance to the DPP-Q7, the APP- 20 measures $4.44^{\prime \prime}$ wide by $2.70^{\prime \prime}$ high.

For more information about these thermal printers, write Datel/Intersil (11 Cabot Blvd., Mansfield, MA 02048). Both are expensive, but they're ideal for specialized applications requiring a hard-copy output.

A Fast Breaking Development. A group of scientists at Bell Laboratories has managed to create the shortest known pulse of light-an event lasting only 30 femtoseconds. Since a femtosecond is a millionth of a billionth of a second, 30 femtoseconds is $0.00000000000003 \mathrm{sec}-$ ond ( $3 \times 10^{-14}$ ).

According to Charles V. Shank, one of the Bell Labs' scientists who worked to achieve this new accomplishment: "Words like 'split-second' and 'instantaneous' just don't mean too much in the microelectronics field. Relatively speaking, a second is an eternity. For example, in one second, a pulse of light can travel to the moon and back, but in 30 femtoseconds, light would travel no farther than one-third the thickness of a human hair."

Of course, light actually requires a little more than two and one-half seconds to make a round trip between the earth and the moon, but I'll not let that lapse take away from the importance of Shank's accomplishment. He and his team have provided physical, chemical, and biological researchers with a valuable new tool for examining exceptionally brief transient events. As Shank explains: "By using a series of these very short bursts of light, each timed precisely to follow the other, we can measure very subtle changes in a reaction far more precisely than we can using other techniques. He presented the results of his work with the laser at the April 1982 joint Conference on Lasers and ElectroOptics and Optical Fiber Communications in Phoenix.

# PROGRAMMER'S NOTEBOOK 

By Jim Keogh

## Moving And Firing A Gun At Will

DEVELOPING your own personal computer games can be fun and a challenge. Although many of the commercial computer games are written in assembly or machine language, you can incorporate some of the same features found in "store bought" games in your own Basic programs.
In the "Programmer's Notebook" column in the June 1982 issue, we discussed a program module that displayed a computer "gun" and permitted the operator to fire the gun in almost any direction. Since that column appeared, we have heard from some of our readers who
wanted to see more flexibility built into that module. They wanted to be able to move the gun anywhere on the screen and fire it.


TRS-80

5 REM CLEAR THE SCREEN
10 CLS
15 REM STARTING COORDINATES FOR GUN
$20 \mathrm{~A}=55$
$30 B=20$
35 REM DRAW GUN
40 FORD $=A T O(A+6)$
$50 \mathrm{E}=\mathrm{B}$
60 SET (D,E)
70 NEXT D
80 FORE $=B T O(B+4)$
$90 \mathrm{D}=\mathrm{A}$
100 SET (D,E)
110 NEXT E
120 FORD $=A$ TO $(A+6)$
$130 E=(B+4)$
140 SET (D,E)
150 NEXT D
160 FORE $=B$ TO $(B+4)$
$170 \mathrm{D}=(\mathrm{A}+6)$
180 SET (D,E)
190 NEXTE
195 REM OPERATOR INSTRUCTS COMPUTER
200 INPUT T
205 REM CLEAR SCREEN
210 CLS
215 REM THE COMPUTER DECIDES WHICH LINE TO EXECUTE
220 IF T $=1$ THEN GOTO 270
230 IF T $=2$ THEN GOTO 290
$240 \mathrm{IF} \mathrm{T}=3$ THEN GOTO 310
250 IF T $=4$ THEN GOTO 330
$260 \mathrm{IF} \mathrm{T}=5$ THEN GOTO 350
265 REM MOVES THE GUN TO THE LEFT
$270 \mathrm{~A}=\mathrm{A}-10$
275 REM LOOPS THE PROGRAM AND DRAWS GUN IN NEW POSITION
280 GOTO 40

285 REM MOVES THE GUN TO THE RIGHT
$290 \mathrm{~A}=\mathrm{A}+10$
295 REM LOOPS THE PROGRAM AND DRAWS GUN IN NEW POSITION
300 GOTO 40
305 REM MOVES THE GUN TOWARDS THE TOP OF THE SCREEN
$310 B=B-5$
315 REM LOOPS THE PROGRAM AND DRAWS GUN IN NEW POSITION
320 GOTO 40
325 REM MOVES THE GUN TOWARDS THE BOTTOM OF THE SCREEN
$330 B=B+5$
335 REM LOOPS THE PROGRAM AND DRAWS GUN IN NEW POSITION
340 GOTO 40
345 REM FIRES THE GUN
350 FOR $X=(((B+6) / 2)+1)$ TO 2 STEP - 5
$360 \mathrm{EE}=\mathrm{A}$
370 SET (EE,X)
380 FOR $Z=1$ TO 15
390 NEXT Z
400 RESET (EE,X)
410 NEXT X
415 REM LOOPS PROGRAM TO LINE 40
420 GOTO 40

## APPLE II

[^7]This month, we will give you some modules that will enable you to direct the movement of the gun from the keyboard. After the program is loaded into your mi-

195 REM OPERATOR INSTRUCTS COMPUTER
200 INPUT T
205 REM CLEAR SCREEN
210 CALL -936
215 REM THE COMPUTER DECIDES WHICH LINE TO EXECUTE
$220 \mathrm{IFT}=1$ THEN GOTO 270
$230 \mathrm{IFT}=2$ THEN GOTO 290
240 IF T $=3$ THEN GOTO 310
250 IF $\mathrm{T}=4$ THEN GOTO 330
$260 \mathrm{IFT}=5$ THEN GOTO 350
265 REM MOVES THE GUN TO THE LEFT
$270 \mathrm{~A}=\mathrm{A}-10$
275 REM LOOPS THE PROGRAM AND DRAWS GUN IN NEW POSITIONS
280 GOTO 40
285 REM MOVES THE GUN TO THE RIGHT
$290 \mathrm{~A}=\mathrm{A}+10$
295 REM LOOPS THE PROGRAM AND DRAWS GUN IN NEW POSITION
300 GOTO 40
305 REM MOVES THE GUN TOWARDS THE TOP OF THE SCREEN
$310 B=B-5$
315 REM LOOPS THE PROGRAM AND DRAWS GUN IN NEW POSITION
320 GOTO 40
325 REM MOVES THE GUN TOWARDS THE BOTTOM OF THE SCREEN
$330 B=B-5$
335 REM LOOPS THE PROGRAM AND DRAWS GUN IN NEW POSITION
340 GOTO 40
345 REM FIRES THE GUN
350 FOR $X=(((B+6) / 2)+1)$ TO 10 STEP - 5
$360 \mathrm{E}=\mathrm{A}$
370 PLOT X,E
380 NEXT X
415 REM LOOPS PROGRAM TO LINE 40
420 GOTO 40


## computers

crocomputer and run, you will notice that the gun is drawn in the center of the display terminal. Not much of a gun, we agree, but with your artistic talent you can enhance its appearance.

In the upper left corner of the screen a question mark appears along with the cursor. You can move and fire the gun by typing one of the following codes:

## Code Function

| 1 | Moves gun to left |
| :--- | :--- |
| 2 | Moves gun to right |
| 3 | Moves gun to top |
| 4 | Moves gun to bottom |
| 5 | Fires gun |

After you input the code and press enter, you will notice that the gun moves in the direction you requested or, in the case of code 5, it fires a shot. The question mark and the cursor again appear in the upper left corner of the screen and wait for your next instruction.

If you study the program closely, you will find that the computer receives only two coordinates for drawing the gun (lines 20 and 30 ). To complete the out line of the gun, the program instructs the computer to add or subtract certain numbers from the starting coordinates until the complete image of the gun is drawn on the screen (lines 40 through 190).

The program then asks the operator for instructions (line 200). When the operator responds with a code, the computer will branch to the appropriate line of the program. It will then add or subtract certain numbers, which are used as the starting coordinates to draw the gun on the screen. The gun is then drawn at a new location on the display.

Something else happens each time an instruction is received by the computer. The values of the original coordinates (lines 20 and 30 ) change to become the coordinates of the new gun location. The program automatically establishes new starting coordinates each time a new instruction is received (except when the instruction is to fire the gun). By having the program reset the starting coordinates of the gun, the computer is actually executing an endless loop, enabling the operator to move the gun all over the screen.

When code 5 is received to fire the gun, the program executes lines 350 through 420. Line 350 finds the center of the gun while lines 360 through 410 fire the shot towards the top of the screen.

If you study this program module, you will realize that to move a gun around the screen is as easy as adding and subtracting numbers. You should be able to modify this module to include some of the features contained in previous columns or combine this subroutine with some of your own ideas and develop your own game programs.

Although programs contained in this column are designed for the TRS-80 and the Apple II, you should be able to compare command statements contained in these programs to similar command statements used by other versions of Basic. Then you should be able to modify the programs to operate on other computers besides TRS-80 and Apple II. $\diamond$

## COMPUTER SOURCES

By Leslie Solomon, Technical Director and Stan Veit, Computer Editor

## Hardware

TRS-80 Printer Options. The TRS-80 Bidirectional Tractor Feed attachment (26-1447) permits use of fanfold continuous form paper with the Daisy Wheel II printer including multi-part forms, pres-sure-sensitive labels, and special dataprocessing forms. It provides complete roll-ahead/roll-back capabilities under software control. \$289.95. The Automatic Sheet Feeder (26-1448) feeds and stacks up to 200 sheets for the Daisy Wheel II printer. Initial installation is required. \$1495. The Acoustic Cover (261455) reduces noise produced by the Daisy Wheel II printer, even with the tractor feed attachment in place. The cover is hinged for easy access to printer and paper, there is a top window, and a built-in cooling fan. \$399. Available at Radio Shack Computer Centers and stores.

Hard Disk Kit. Marketed in kit form, this $51 / 4^{\prime \prime}, 5$-megabyte Winchester disk drive uses a Xebec S-1410 Intelligent


Disk Controller. It requires only "a few simple connections that can be performed in less than 10 minutes and requires no technical expertise at all." \$1299. Address: Xebec, 432 Lakeside Drive, Sunnyvale, CA 94086 (Tel: 408 -735-1340).

Apple III Interface. The protocard III uses a parallel interface chip (6522) to allow the user to put custom circuits right on the board. No knowledge of the Apple III bus is required. Room is provided for either a 26 -pin ribbon connector (supplied) or a 25 -pin D-type connector (also supplied) for external connections. A software driver links the card to the language that uses the SOS Drivers. \$195. Address: Elcom Systems Peripherals, 439 Harrison St., Suite A, Corona, CA 91720 (Tel: 714-734-8220).

IBM Card. The DSI-ASYNC card is a dual asynchronous serial card for the IBM Personal Computer that allows dumb terminal emulation, serial printer interface, and printing with expanded tabs. It includes two I/O channels (one current loop or RS-232 selectable), one RS-232-C (DTE or DCE selectable), switch-selectable serial port addressing, and four software programs that the user can copy. Software includes a set-up program serial printer installation, full duplex terminal emulation, and a print program. Serial port addresses are switch selectable to avoid conflict with other equipment. \$199. Address: Davong Systems Inc., 1061 Terra Bella Ave., Mountain View, CA 94043 (Tel: 415-9657130).

Speech Synthesizer. The Sweet Talker adds speech to a computer and features the Votrax SC-01A phonetic speech synthesizer chip. It speaks 64 phonemes with four levels of inflection and includes an on-board audio amplifier. An optional (\$35) software package contains a 6502 text-to-speech algorithm with patches to BASIC or machine-language programs. Model ST-01 (\$139) interfaces to any parallel port and Model ST-02 (\$149) is designed for the Apple II. Address: Micromint Inc., 917 Midway, Woodmere, NY 11598 (Tel: 516-374-6793).

Video Kit. The VDM-1 features optoisolation between a computer or video game and a TV receiver. It enables up to 80 character lines because of its direct connection to the video circuitry, bypassing the tuner and IF circuits. This removes the effects of moire, ghosting, color shifting, etc. \$64.95. Address: VAMP Inc., POB 411, Los Angeles, CA 90028 (Tel: 213-466-5533).

2X81 Memory Expansion. The Memopak 64 K is a RAM package that plugs into the rear of the Sinclair ZX81 and expands the memory by a further 56 K . The unit is user-transparent and accepts such commands as DIM A(9000). The ZX81 has 8 K of ROM from 0 to 8 K , and 1 K of RAM from 16 to 17 K . This 1 K is disabled and covered by 48 K between 16 and 64 K . At one limit the user has 15 K below the 32 K line, and 32 K for arrays, etc. Or the user can have 45 K to work in. \$179.95. Address: Memotech Corp., 7550 W. Yale Ave., Suite 220, Denver, CO 80227 (Tel: 303-986-0016).

Apple Scope. The Model 85 dc to 50 MHz digital memory oscilloscope module fits with an Apple II and uses the monitor screen and keyboard as the scope screen and control panel. Using BASIC or machine language, the Model 85 can be used for waveform processing such interesting functions as Fast Fourier Transforms, auto- and cross-correlation, power density spectra, integration, differentiation, etc. Fast sweep speed is $10 \mathrm{~ns} / \mathrm{div}$ and at $1 \mathrm{~ms} /$ div or slower, the scope operates as a real-time A/D converter. Once acquired, waveforms are displayed on the software generated $8 \times 10$ division graticule. A cursor provides DVM readout for any specified point on the displayed waveform. Hard copy output is also provided. Requires Apple II, Disk II, 48K, and DOS 3.3. $\$ 995$. Address: Northwest Instrument Systems Inc., POB 1309, Beaverton, OR 97075 (Tel: 503-297-1434).

## Software

TRS-80 Word Processor. SCRIPSIT 2.0 (26-4531), the latest version of SCRIPSIT, stores approximately 100 single-spaced pages on a single diskette, and permits printing while another text is being typed or edited. It includes automatic block moving and duplication, global search and replace, easy page numbering, 20 user-defined keys, 11 stored user-definable formats, and full headers and footers. \$399. Requiring a second drive, SCRIPSIT Spelling and Hyphenation Dictionary (26-4534) can be added for automatic proofreading. It contains a 100,000 -word reference with room for 2000 user defined words. It checks and displays SCRIPSIT-prepared text, highlights misspelled words and allows correction. Automatic hyphenation is also available, and it provides total word count, and a count of words not found. \$199. Both are available at Radio Shack Computer Centers and stores.

Apple III COBOL. The release of COBOL for the Apple III has been certified by the U.S. General Services Administration's Federal Compiler Testing Center. It was rated as High Intermediate Level, a higher rating than many of the COBOL versions used in minicomputers. The ad-
dition of COBOL to the Apple III makes this computer a serious tool for business applications using the huge amount of software packages written in COBOL. Apple III COBOL features "Animator" a powerful debugging system that provides an actual view of program execution. The system also contains FORMS-2 which permits the creation of data entry screens for application programs. The COBOL requires the use of a Apple III with a minimum of 128 K of RAM, and at
least two disk drives. Full use of the Animator requires 256 K of memory. The COBOL system will be fully released in the fall of 1982 and will carry a suggested list price of under $\$ 500$.

ZXB1. Sinclair Research Lid. has released a new group of cassette-based software for the ZX81 computer, covering business applications, educational programs, general interest programs and games. The business applications include

## "Now hear this..."



## R-600

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VU-CALC, an electronic spreadsheet, VU-FILE for general-purpose filing, Collectors Pack for collection records and Club Record Controller for personal records of up to 100 people. The business application cassettes sell for between $\$ 14.95$ and $\$ 17.95$. The Fun To Learn series include English Literature, Geography, History, Mathematics, Inventions and Music. $\$ 12.95$ ea. The general interest programs are called "The Super Programs" series. They include eight cassettes with games, quiz, conversion and household programs. Game programs include backgammon and a six-level chess program. Flight Simulation offers instant response between the aircraft controls, the instruments and the user controls. The arcade type games are represented by Space Raiders and fantasy games. The Sinclair Biorhythms cassette offers an explanation of the technique to create a special personal program for a person which identifies their physical, emotional and intellectual peaks on a chart. $\$ 13.95$. All of the software cassettes except the "Super Programs" require the use of the add-on 16 K RAM pack. Address: Sinclair Research Ltd., 3 Sinclair Plaza, Nashua, NH 03061.

Pascal-80. Pascal-80 by Phelps Gates fills the need for a version of the Pascal language that can run on the 48 K TRS80 Models I and III. The Model II can use UCSD Pascal but the memory capacity of the Models I and III simply do not have enough room to operate the UCSDP System. Previously, the only Pascal that could be used on Models I and III was the very abbreviated verson, Tiny Pascal. Pascal-80 is an effective implementation of "Standard" Pascal as described in "Pascal User Manual And Report" by Jensen and Wirth (published by Springer-Verlag). It does have some restrictions and extensions to permit it to use the TRS-80 disk file systems, but these will not affect the average pascal user and student. Pascal-80 uses the TRS-80 ROM routines to enable it to have a monitor, editor and compiler in memory at the same time and still leave enough memory to create programs up to 23 K bytes with an additional 9 K left over while the program is running for variables and work space. $\$ 1000$. Address: New Clasics Software, 239 Fox Hill Road, Denville, NJ 07834.

Dental Office Management. The Dental Office Management I for the Apple II and TRS-80 models I, II and III features appointment scheduling and patient checkup recall, and prepares billing for private patients and for dental claim form preparation. The software focuses on such management techniques as fee productivity and recall effectiveness. It prepares daily billing, appointment logs, ADA claim forms, and accounts receivable. The Apple II version requires Applesoft with at least 48 K of memory

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Build a Computer kit that grows : with you, and can expand to 64 k : RAM, Microsoft BASIC, Text Edi tor/Assembler, hord
Hloppy Disks and more.

## EXPLORER/85


and from two to four disk drives. The TRS-80 Models I and III version requires 48 K memory and from two to four disk drives. The TRS-80 Model II version requires 64 K memory and two disk drives. All versions require a 132 -column printer. Address: Charles Mann \& Associates, 55722 Santa Fe Trail, Yucca Valley, CA 92284. (Tel: 714-365-9718).

ZX81 Business Programs. The LOAN/MORTGAGE program features single-payment data broken down by interest and principal, single-year data, profile by month, profile by year, and interest/principal plot graph. New data allows changing informatin and Save allows storage on cassette. \$14.95. VUCALC constructs, generates and calculates large tables for financial analysis, budget sheets, and projections. The main menu allows picking the number and sizes of the displayed boxes. Any box can be accessed. Hard copy is allowed. $\$ 19.95$. CHECK BOOK stores 250 transactions allowing up to 3600 transactions on a 90 -mintue cassette. Each transaction includes number, date, etc. Listing is by date or alphabetically. Checks and deposits can be listed alphabetically or by date. $\$ 14.95$. Address: Softsync Inc., POB 480, Murray Hill Stn., New York, NY 10156 (Tel: 212 -685-2080).

Osborne 1 Software. Among the 11 programs for the Osborne 1 computer are SPELL, a 50,000 -word proofreader that works with wordstar files and occupies one half of the Osborne diskette, MYCHESS that features a full graphics display board, Adventure, Eliza, and ar-cade-style video games. Programming languages include C, RATFOR, LISP, and macro assembler for $\mathrm{Z80} / 8080$ codes. A catalog is available. Address: The Software Toolworks, 14478 Glorietta Dr., Sherman Oaks, CA 91423 (Tel: 213-986-4885).

Fast CP/M. Super CP/M claims to increase $\mathrm{CP} / \mathrm{M}$ speed by $400 \%$ and have an extensive error management scheme and interactive user-oriented utility programs. After booting from any drive, including hard disk and tape, once brought up, it no longer needs a system disk even for warm boots. A loader determines memory size and builds the largest system allowed, thus only one version is required for all memory sizes. This new implementation uses 1024-byte sectors which also allows for 1.26 megabytes of formatted data on a double-sided diskette. When an error occurs, the logical CP/M device number (A-P) is supplied along with track, head, and sector number. There is also an error code for any one of the 13 unrecoverable error types. \$190. Address: Systems Group, 1601 Orangewood Ave., Orange, CA 92668 (Tel: 714-633-4460).

Pie Writer. Hayden Book Co. offers an improved version of Apple Pie for both
the standard 40-column Apple and one with an 80 -column board. The improvements include a buffer which allows text to be entered as the machine is scrolling. Multiple tab stops allows the cursor to stop at the beginning of each word, not only at set stops. A single command allows placement, or correction of characters, words, sentences or paragraphs. The program now includes automatic paragraph indenting and global search and replacement of words throughout the document. The new version also includes an improved formatter which allows fractions of a character space to be inserted for justification. Address: Hayden Book Co., 50 Essex St., Rochelle Park, NJ 07662. (Tel: 201-843-0550).

File Access Program. Designed for the Apple III, Record Processing Services (RPS) is for Pascal programmers and is used to save development time in writing software systems in Apple III Pascal. RPS for Apple III supports the Apple ProFile hard disk and any other SOS block device. It permits a maximum file size of 16 megabytes and up to 8 keys per file with no primary key required. RPS supports both variable length and fixed length records and permits multiple simultaneous file scans. This software system is designed to become a major software development tool for the Apple III. $\$ 150$.

Inventory for IBM. INV-X is an inventory control system that features a sort/merge package, a new hashing algorithm with an average of $1.2 \mathrm{I} / \mathrm{O}$ 's on a 28,000 -record file, a report writer in addition to standard reports, and a capacity of 2,200 records on a $51 / 4^{\prime \prime}$ diskette, or 28,000 for unlimited storage. Requires dual disk, 64 K memory, IBM DOS, monochrome display, BASIC, and 132column printer. \$298. Address: Micro Architect Inc., 96 Dothan St., Arlington, MA 02174 (Tel: 617-643-4713).

Ethnic And Religious. The Institute for Computers In Jewish Life has announced a series of programs designed to teach children Jewish history, and customs and Hebrew Language. The programs run on Apple II and TRS-80 computers and require at least one disk drive. The Institute also announced it's new computer assisted Bar/Mitzvah training program. This software system is custom designed for the student. It gives complete Hebrew text and English translation. Since the service is sung, the program provides music with the "bouncing ball" technique to teach the words and music. The customizing features provide for Orthodox, Conservative, Reform, and Reconstructionist versions of the service. $\$ 100.00$ with computer gererated music. A version with accompaning sound tape is $\$ 175.00$. Address: ICJL, Suite 843845 North Michigan Ave. Chicago, Il 60611. (Tel: 312-787-7856).

Color Computer Utility. The Super

Color Terminal allows the user to communicate with almost any host system that uses an RS-232 port. Features include lower and upper case, control A-Z, and $27-31$ with Escape and Line Break: change RS-232 parameters to allow nonstandard format; print all data from the host; receive and send BASIC, machinelanguage, or ASCII files; save and load BASIC, machine-language, or ASCII files; and create tapes that are compatible with the Super Color Writer word processing system. Tape is $\$ 39.95$; Rompack is $\$ 49.95$; Disk is $\$ 69.95$. Address: Nelson Software Systems, POB 19096, Minneapolis, MN 55419 (Tel: 612-827-4703).

Recovering ERA Files. The UNE2 program recovers CP/M files that have been ERAsed or it can be directed to look at all ERA files on a disk and allow the user to UNERAse them. The companion CON2 program provides the user with status of ERA files that are using the same disk space as active files. The programs will handle all CP/M 2.2 systems using single-and double-density floppy and hard disks that have standard directories. The programs also work on singledensity CP/M 1.4 systems using the IBM $8^{\prime \prime}$ disk format. Available on $8^{\prime \prime}$ single density diskettes as well as $51 / 4^{\prime \prime}$ single/double density for North Star users. $\$ 75$ plus $\$ 1.50$ shipping and handling. Address: Elliam Associates, 24000 Bessemer St., Woodland Hills, CA 91367 (Tel: 213-348-4278).

Statistics Package. NWA STATPAK V2.0 is a multi-function statistical package with both data file handling and computational functions. It includes sections on contingency tables, non-parametic analysis, time series, and regression analysis. It can interface with other packages such as spreadsheets and databases. Forecasting and modeling capabilities have been enhanced by the addition of forward stepwise regression, deseasonalization, and time-series analysis. Added or enhanced functions include three-way ANOVA with test options and non-parametric analysis such as Pearson R and Kolmogorov-Smirov tests. Requires $\mathrm{CP} / \mathrm{M}$ with 48 K and Microsoft BASIC 5.xx. Address: Northwest Analytical Inc., 1532 SW Morrison St., Portland, OR 97205 (Tel: 503-224-7727).

## Circuit Analysis.

 The TRS-80/Apple II circuit analysis package contains ac analysis, dc analysis, and a line editor, used to create/edit a circuit description disk file for either analysis program. Accepted components include resistors, inductors, capacitors, diodes, transistors, FET's, op-amps, voltage, and current sources. Output is node voltage (magnitude, phase, and dB from reference frequency for ac). The editor may also create files for other applications. Programs are in BASIC and require 48 K of RAM and at least one disk drive. $\$ 79$. Address: FB Circuit Products Inc., 4984 Teton Lane, Ventura, CA 93003 (Tel: 805-644-8502).ooking for new ideas, projects, and money-saving tips?

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## By Glenn Hauser

## Monitoring the Falklands Crisis

THE crisis in the Falkland Islands proved once again that shortwave listeners enjoy a front-row seat to history in the making. Unlike previous, more remote conflicts, this time the language barrier was less of a problem, since English and Spanish are the two languages understood by most Americans.

Argentina has long realized the importance of broadcasting in furthering its national goals. Not very subtle points about Argentina's claim to part of Antarctica were made as soon as radio station LRA36 had been established at Esperanza Base.

A top priority following the April 2 invasion of the Islands was taking over the existing radio outlet, Falkland Islands Broadcasting Station, which had remained on the air far beyond its usual schedule, warning islanders about what was happening. FIBS, on 2370 and 536 kHz , was immediately renamed Radio Nacional Islas Malvinas and given the call sign LRA60. DX listeners as far away as northern Argentina were delighted to hear the station on its first day under control of Argentina-despite this loss of a "radio country." Some of its programming was relayed via another captured transmitter, Cable \& Wireless on 24147 kHz , which in turn was picked up by the Argentine government network in Buenos Aires and broadcast throughout the country. Strangely, the C\&W station continued to identify as such. It was also reported to use 19950 kHz , and was heard after 0100 GMT by Ernie Behr in Ontario, on 11565 kHz , calling Buenos Aires without success.

Most of the programming on LRA60 continued to be in English, including transcriptions on hand from the BBC, and relays of BBC sports programs (but not BBC news any longer!), although the new ID was also given in Spanish. The "Malvinas March" became the numberone hit, both on this station and throughout Argentina. Within a few days, En-glish-speaking Argentines were brought in to operate the station.

Nor did the invaders lose any time in setting up a small color television transmitter on channel 7 (reportedly this was accomplished in less than a day). There had been no local television in the Falklands, and consequently few receivers, though some islanders had been picking up TV-DX from as far away as Brazil. The new station carried the main news program from the ATC network, " 60 Minutos." There quickly followed applications from private broadcasters in Ar-
gentina to set up another television station and a radio station on 710 kHz .

Press reports claimed the Argentine occupiers were confiscating shortwave receivers owned by the islanders. It seems more likely that they were transceivers since there were a relatively large number of ham radio operators in VP8land and the shortwave war over the Falklands was just beginning. Nevertheless, some hams managed to get messages to the outside world, with more of them reappearing as British forces began to regain control of the islands.

Soon after the invasion, one pseudoamateur station was set up for the Argie soldiers to maintain personal contact with home-LU4ERM reportedly on 7075,14150 and 21225 kHz . But operations by the many thousands of hams in Argentina were prohibited due to the state of war. Those who did try to transmit were quickly shouted off the air by others observing the ban.

In mid-April, Radio Nacional Islas Malvinas was reported to be relaying for several hours daily the Radio Nacional station in Comodoro Rivadavia. At this point, such a relay may have been the only way for the Malvinas station to hook into the national network. Later, as a security measure, the Comodoro Rivadavia station and others on the mainland cut power and ceased to identify.

Our monitor in Paraguay, Tony Jones, noted that LRA60 had a new Argentine director named Norman Powells, and that it was adhering to its old schedule, closing at 0130 GMT except Sundays to 0030 GMT Mondays. These are the hours North Americans keep in mind when trying for the station. Toward the end of April, as hostilities increased, $R a$ dio Nacional Islas Malvinas was ordered off the air when it was discovered that a British reporter had been monitoring it in southern Chile, possibly gaining useful intelligence.

This may have referred to the shortwave outlet only, with mediumwave remaining on the air. There was also an unconfirmed report from an Argentine DX listener that LRA60 planned to put a $10-$ kW transmitter on 4784 kHz .

On only one occasion, one of our reporters, Frank Gilmore in Springfield, MO, heard a "Radio Freedom for the Falklands" on 9996.23 kHz , as he tuned across $W W V$ at 0711-0724 GMT April 14. This might have been a phony operation by a U.S. amateur, as many transceivers have $10-\mathrm{MHz}$ capability, which can be varied slightly

On April 22, a strange new radio operation began on 17740 kHz . The station did not give any specific ID or location, but featured a sultry-voiced lady calling herself "Liberty." Purportedly she was speaking from Argentine islands to the British troops in the South Atlantic, playing on their homesickness with musical nostalgia, but she was heard better in Britain and North America. It was a throwback to World War II, reminiscent of "Tokyo Rose" and "Axis Sally," and about as convincing. Programs lasting about 45 minutes at $1800,2000,2200$ and 2400 GMT opened and closed with "Yesterday." The final airing was heard best in North America. She would play tapes of Big Ben (as if the British forces could not hear that direct from the BBC), music of big bands of the '30s, "Yellow Submarine," and punk rock. And every night in closing she would proudly proclaim, "The world listens when Argentina speaks."
Two other unconfirmed frequencies were 25680 and 15110 kHz . The fact that two of these three frequencies had been used by Algeria led to speculation that the transmissions were actually coming from there, and one Argentine DX club also claimed that this was coming from the African continent. However, there was no reason to make such assumptions, as propagational evidence indeed pointed to southern South America. And a resourceful DX listener, David Crawford, called the FCC, asking them to get a fix on it. The FCC did so, then refused to divulge the data until the Freedom of Information Act came into play. A bearing taken at the FCC monitoring station near Kingsville, TX, showed maximum signal from the direction of $147^{\circ}$, while FCC Fort Lauderdale put it at $160^{\circ}$ or $162^{\circ}$. In a report published in DX-South Florida, Crawford concluded that these bearings cross in the Córdoba-Junín area of Argentina. The station lasted a few days after the British victory, but shifted its frequency to 17738 , and switched to Spanish for its farewell June 23.
"Liberty" was always difficult to understand, due to poor transmitter modulation. A likely reason for this is that the transmitter was not originally intended for AM broadcasting. Argentina has a considerably larger number of point-topoint transmitters designed for SSB, than it has broadcast transmitters.

Indeed, the official external service from Buenos Aires, though broadcasting in several languages including English, has long had a justified reputation for extreme inefficiency. For many years, only one or two frequencies were used, 11710 and 9690 kHz , regardless of interference problems (such as Radio Moscow on 11710), or basic propagation, which would call for much higher frequencies to reach North America and Europe effectively.

Radiodifusión Argentina al Exterior ( $R A E$ ) had reserved Sundays for Span-ish-only broadcasts; but within a week of the invasion, it extended English and other languages to seven days a week. At


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times it was possible to pick up English at 2200 or 0100 , and later extended to 0230 and 0430 with the first broadcast retimed to 2230. These two frequencies, as well as 6060 and 15345 kHz , which had been used mainly for Radio Nacional's domestic news and cultural services respectively, were kept on the air much longer hours, with a large block of programming time temporarily turned over to such domestic stations as Radio Rivadavia and Radio Del Plata. RAE added a fifth high power transmitter on 6180.

The British Move. Meanwhile, the British side was also making rapid changes in its short wave broadcasting. At the end of March, Portuguese broadcasts to Brazil from $B B C$ had been cut by one hour, as ordered by the government months before. This left a gap in transmission between 2315 and 0015 GMT , when a fourhour Spanish broadcast started. It has been planned to move "English By Radio" from 2145 into the 2315 slot. Under the circumstances, however, only a few days after the invasion, Spanish was expanded to start at 2315.

On May 3, Argentina started jamming the $B B C$ Latin American Service in Spanish, disturbing listeners as far away as New Zealand. The $B B C$ promptly countered by putting four more frequencies on the transmission. Another way to counter jamming is to increase the lengt $h$ of broadcasts. Besides the earlier one-
hour extension of the evening service in Spanish, $B B C$ also began in early May a morning edition at $1100-1130$ via the Ascension relay on 17780 and 21735 .

For many years, $B B C$ has been "Calling the Falklands" once a week on Sundays at 2209-2245 GMT on 12040 and 9915 kHz , using transmitters in Britain. This service suddenly having acquired a much higher priority, a new transmission at 2115-2200 GMT three days a week (Sunday, Tuesday and Thursday) replaced the old one, fed to the Ascension relay station on 19455 kHz , and then broadcast with a much stronger signal than before to the Falklands on 15400 and 11820 kHz . (The 15400 signal could be heard quite well in North America, too.) The new time slot for "Calling the Falklands" was chosen because it filled in an already existing gap in transmissions from Ascension, after the closing of the Portuguese service to Africa at 2115 and before the beginning of the Portuguese service to Brazil at 2200 .

From April 26 this was expanded to seven days a week, and a few weeks later the old frequencies of 12040 and 9915 were reintroduced, to combat jamming, which by then Argentina had extended from $B B C$ Spanish broadasts to English as well.
"Calling the Falkland Islands" provided a daily summary of news concerning the situation, messages from British government officials, etc. But its main
purpose continued to be for Falklanders and their relatives in Britain to keep in touch through bricf personal messages-some of them by tape, some read in the studio. But now there was a difference: this was the only means of such contact during the conflict.

Naturally, the $B B C$ World Service itself was the prime source of news about the crisis, typically devoting half of each newscast to this one subject.

BFBS. The British Forces Broadcasting Service has long operated at the remaining British bastions in Gilbraltar, Berlin, and until recently, Singapore, on FM. But suddenly there was a need for longdistance coverage, and shortwave was required. A similar scheduling situation to "Calling the Falklands" led to the BFBS program being inserted at 1100 GMT via $B B C$ facilities three days a week. Initially the frequencies were reported to be 21490 and 17830 kHz , which although via Ascension, had been used for relays of the Voice of America morning programs in Portuguese until 1100, and Spanish after 1130. But by May, the BFBS program could be heard instead between 1130 and 1155 GMT on another Ascension frequency, 15105, and again, this was subject to jamming. BFBS programs were mainly musical requests and dedications.

The Argies got the jump on the British in psychological warfare broadcasting,
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## dx listening

with "Liberty," but on May 19, the British Defence Ministry opened up its own propaganda station, called Radio Allántico del Sur. Against protests from the $B B C$ and trade unions representing $B B C$ workers, the British government invoked a little-known provision of $B B C$ s license allowing it to commandeer $B B C$ transmitting facilities in an emergency

One of the four Ascension transmitters was removed from the $B B C$ World Service belween 2300 and 0200 GMT, and again at 0815-0945. Both broadcasts began on 9710 kHz . a frequency not formerly used by the $B B C$ and, thus, disassociated from a $B B C$ connection. The 9710 frequency also happens to be the chanmel of a not-very-active Argentine station. Jamming accompanied "9-71, Radio Atlántico del Sur" from its very first moments on the air. The frequency was shifted to 9700 for the morning broadcast, putting it even closer to a very active Argentine frequency. 9690. Re ception of the evening broadcast wats quite good in North America until two U.S. stations coincidentally signed on at $0100 \mathrm{GMT}, 5 \mathrm{kHz}$ above and below 9710 .

Strangely, by June, some jamming could be heard against "Liberty" on 17740 kHz , of a type quite similar to that plaguing Radio Atlántico del Sur on 9710 . Could it have been from a third party? More likely it was caused by a technical problem in Argentina.

Radio Allántico del Sur was a considerably more sophisticated operation than "Liberty," with a smappy electronic inlerval signal, several announcers, and a "magazine" format, mixing musie with short talk pieces. This contrasts with the $B B C$ Lation American Service, which maintains the block programming format. Still, on its very first night on the air, it broadcast obviously phony musical dedications for Argentine soldiers on the Falklands, from their mothers back on the mainland. One could only wonder how and why any Argentine mothers could have sent in these dedications even before the enemy station went on the air But it apparently hoped for such input by announcing an address of GPO Box 408 . London. The station was hardly taken seriously in Argentina, as the announcers were criticized in the press for speaking with a combination Chilean and Cam bridge accent, rather than authentically Argentine. Unlike "Liberty," whose origin was not publicized, world press agencies had revealed exactly who was behind Radio Atlántico del Sur even before it went on the air. This station was prompt ly closed down once the British had recaptured the Falklands.

This developing story was covered in detail, including tapes of the stations concerned, from week to week on our DX program, "World of Radio," which all DX Listening readers are invited to monitor via WRNO, New Orleans, Sundays at 2330-2400 GMT on 11855 and Tuesdays at 1900-1930 on 15420 kHz (Times and frequencies subject to change from September, if not earlier; listen for announcements).


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# EXPERMMENTER'S CORNER 

## A Single-Chip Analog Building Block

ANEW kind of multi-function analog integrated circuit has been introduced by Precision Monolithics, Inc. (1500 Space Park Dr., Santa Clara, CA 95050). The chip is designated the GAP-01, after General-purpose $A$ nalog Processor. It combines on a single chip two differential transconductance amplifiers, two low-glitch current-mode analog switches, an outputvoltage buffer amplifier, and a precision comparator.
The factor that distinguishes this unique chip from other multi-circuit analog IC's, such as quad op amps, is that the outputs from the two differential amplifiers can be internally switched to the noninverting input of the output buffer. This is shown clearly in Fig. 1, a functional block diagram of the GAP01. The external capacitor required for loop compensation serves also as a holding capacitor when the GAP-01 is used in sample-and-hold applications.
The status of the two analog switches bet ween the differential amplifiers and the output buffer is controlled digitally by means of logic signals applied to their respective control inputs (pins 18 and 1). This provides two programmable signal paths through the integrated circuit. The gain of each channel can be controlled by connecting a feedback resistor between the buffer's output (pin 3) and the appropriate amplifier input.

Unity-Gain Analog Multiplexer. Figure 2 shows how the GAP-01 can be connected as a two-channel analog multiplexer having unity gain. A low at the channel select input selects channel A while a high selects channel B. Typical applications for this circuit include selecting between two analog transducers (e.g. temperature and air speed) in a remote telemetry system or selecting between two microphones in an audio system.

Incidentally, note that Fig. 2 employs a simplified diagram of the GAP-01 that shows each analog switch merged with its respective amplifier. This diagram, which is used by PMI in a 12 page GAP-01 specification and application brochure, will be used in the circuits that follow.

Analog Multiplexers with Gain. Adding gain to the circuit in Fig. 2 is easily accomplished by inserting input and feedback resistors in one or both channels. For example, Fig. 3 shows how both channels are given feedback so they might function as ad-justable-gain, inverting amplifiers. The gain of each channel equals the feedback resistance divided by the input resistance.

PMI's GAP-01 specification and application brochure shows


Fig. 1. Block diagram of the GAP-01.
two other ways to design an analog multiplexer with gain. The circuit in Fig. 4, for example, shows how to achieve both positive and negative gains.

If it's necessary for both channels to have the same positive voltage gain, the circuit in Fig. 5 can be used. Here a single voltage divider simultaneously sets the gain for both channels.

A Continuously Switched Analog Multiplexer. In thè previous three circuits, the GAP-01 can be considered a 2 -line to 1 line analog encoder or multiplexer with individually controlled gain stages for each channel. In each case, the control signals that determine which channel is selected are CMOS- and TTLcompatible logic levels derived from external logic.

To more fully exploit the many possible applications for the GAP-01 operated as a 2-channel multiplexer (or encoder), a fully adjustable switcher is required. This role is admirably filled by half of a 558 quad timer connected as a pulse generator having independently controlled pulse rate and duration.

The circuit in Fig. 6 uses a 558 in this free-running switcher mode. In operation, $R 5$ controls the duration of pulses applied simultaneously to the two GAP-01 channel-control inputs. Resistor $R 6$ controls the pulse-repetition rate. The addition of a 10 -kilohm voltage divider as shown in Fig. 6 results in a constant duty cycle irrespective of the pulse rate.

For preliminary test, set the gain of both amplifiers at 10 ( $e . g$. $R 1$ and $R 3=1$ kilohm; $R 2$ and $R 4=10$ kilohms.) Connect any desired signal to the inputs and monitor the output with an oscilloscope while adjusting $R 5$ and $R 6$ to vary the switching conditions.

A Dual-Output Pulse Generator. The unused half of the 558 in Fig. 6 can be used to provide a dual-output pulse generator having independently controlled pulse rates. This permits the


Fig. 2. Unity-gain two-channel analog multiplexer.


Fig. 3. Two-channel inverting analog multiplexer.
construction of FSK (frequency-shift keyed) generators, tweedell sirens, function generators, and tone-burst sources using only two chips.

Figure 7 shows the circuit I used to implement these ideas. Resistors $R 9$ and R12 control the pulse rates of the two pulse generators. Incidentally, the 558 circuits in Figs. 6 and 7 may occasionally cease operating if an attempt is made to operate them beyond their maximum frequency limits. Should this occur, disconnect the power momentarily or ground pin 13 momentarily

Learning More About the GAP-01. The most unique feature of the various analog multiplexer circuits with which we've experimented is their generic relationship to so-called "active" devices. For example, if a filter with an op-amp gain block is an active filter, then the circuits in this column can be considered as active multiplexers.
Of course, there are many other applications for the GAP-01,


Fig. 4. Multiplexer with positive and negative gain.
and you can find out more about them by referring to the chip's specification and application note. It describes an absolute value circuit with polarity-programmable output, a two channel sample/hold amplifier, and a synchronous demodulation circuit. Also covered are recommendations for the external compensation capacitor, tips for minimizing gain errors, and information regarding the logic levels applied to the channel select inputs among other things.

Additional applications for the GAP-01 are covered in an article by David Gillooly and Paul Henneuse, both PMI engineers. The article, which appeared in the April 7, 1981 issue of Electronics (pp. 121-129), describes a GAP-01 wo-channel dig-ital-to-analog converter, a four-quadrant multiplying digital-to-analog converter, a synchronous demodulator for strain gages, and a photoelectric control circuit that's immune to the effects of ambient light.


Fig. 5. Multiplexer with identical gain per channel.


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Finally, five additional GAP-01 applications were published in the April 20, 1982 issue of Electronic Products (pp. 61-66). Finalists in a GAP-01 contest sponsored jointly by PMI and Electronic Products magazine, the circuits include a digital capacitance meter, a high-performance digital audio system, and a signal conditioner for a linear-position transducer.

Clearly the GAP-01 is a highly versatile analog building block. Yet it is still primitive when one contemplates what might be achieved by adding more amplifiers and digital switches. Many kinds of active filters, multiplexers, demodula-


Fig. 6. Continuously switched analog multiplexer.
tors, sample/hold, and computational circuits could be implemented, all under digital control. Let's hope that analog designers will be able to extend the GAP series in the future.

Where to Find It. Much of the mail to this column concerns problems readers have experienced in locating components for various projects. For that reason alone, I've not written about several of my favorite circuits since they use hard-to-find parts.

The GAP-01 is a good example of a relatively new chip that's not readily available from the mail order electronics parts dealers that cater to hobbyists and experimenters. Until it is, how do you purchase one if you want to try some of the experiments in this column?

PMI has more than two dozen sales offices scattered around the United States and Canada. Check your telephone directory to see if one is in your city. If not, PMI components are sold by authorized distributors such as Bell Industries, Hall Mark Electronics, Pioneer Electronics, and others. Again, check your phone book to see if one of these distributors is near you.
If you cannot find a sales office or authorized distributor yourself, write PMI and request a list of them. You might also want to request a copy of the GAP-01 specification and application brochure. (Hint: A neatly typed letter written in a courteous, professional manner will go a long way toward expediting a reply. Unfortunately, some hobbyists and experimenters request far too much information, personal consulting advice, free samples, and "anything else you can provide." This is the primary reason some electronics manufacturers do not even answer mail from individuals. Include your address.)
You can use this same procedure to find components made by virtually any company. This column always provides the address of the manufacturer of any unusual component to provide a starting point. Sometimes a price is given. I did not give a price for the GAP-01 since by the time this column appears in print the price may have dropped somewhat. Furthernore, the price provided by PMI was for the chip when purchased in


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quantities of 100 . This means the single chip price will be somewhat higher than the $\$ 7.50$ posted by PMI.

Most components used in this column are available from retail electronics parts stores and mail order suppliers like those that advertise in this magazine. It's wise to get on as many mailing lists of these companies as you can.

Mims vs. Bell Labs. The two-part series in "Experimenter's Corner" about submitting an idea to a manufacturer (March and April, 1982) elicited some thought provoking mail from readers interested in my unfortunate misadventure with Bell Laboratories. Several readers described incidents in which they believe a company may have improperly used their invention. One writer who is a Ph.D. candidate at a major university and a regular reader of this magazine forwarded a copy of a letter he sent Mr. W.L. Keefauver, Vice President and General Counsel of Bell Labs, asking for an explanation of their side of the story.

Since Bell Labs has declined my repeated offers of space in this column to explain their position, here instead is Mr Keefauver's reply to the reader: "The controversy with Mr. Mims ended with settlement of the lawsuit. To give you or any-


Fig. 7. Dual-output pulse generator for circuit in Fig. 6.
one else our side of the story at this time would merely renew the controversy. That is something we do not wish to do."

Medical Electronic Projects. Among the most popular subjects covered in this column are medical electronic projects. This came to mind while I was preparing this month's column. The inside front cover of the P'MI 1982 product catalog of Linear Integrated Circuits contains what P"MI terms its "Life Support Application Policy." Similar to a policy followed by National Semiconductor and other electronics manufacturers, the PMI policy reads, in part:
"As a general policy, Precision Monolithics, Inc. does not recommend the use of its components of any type in 'Life Support Applications' wherein failure or malfunction of the PMI component threatens life or makes injury probable. Any manufacturer incorporating PMI's components in a life support system must obtain PMI's prior consent based upon assurance to PMI that a malfunction of PMI's component does not pose direct or indirect threat of injury or death, and (even if such consent is given) shall indemnify PMI from any claim, loss, liability, and related expenses arising from any injury or death resulting from use of PMI components in a life support application.

While policies such as this may seem overly restrictive, firms such as PMI and National are simply taking a necessary step to protect themselves from liability in the event one of their components used without their knowledge in a life support system fails on the job. The policy seems entirely reasonable since equipment manufacturers cannot possibly know as much about the failure mechanism of a component as the manufacturer. Furthermore, the component manufacturer has no control over how its components are used by the equipment manufacturer.
The lesson for readers of this column is clear: Never use in a life support application a circuit you have built. Furthermore, any life support systems should only be used under appropriate medical attention and supervision.

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# HOBSO scente 

By Joe Desposito
Technical Editor

## Apple Users Clubs

Q. As a regular reader of your monthly magazine in Europe, I am writing to your office asking for help. Can you give me, or tell me how and where to get information about addresses of Apple Users Clubs in the United States? Since such information is not available here in Austria, your help would be greatly appreciated. -Mike Dauer, Graz, Austria.
A. There are Apple Users Clubs all over the world. If you contact the Apple Users Club in Austria (contact M. Weissenboeck, P.O. Box 51, A-1181 Wien, Austria0; Tel.: 01143-222-476216). I'm sure that you can get all the information you need. If not, write to International Apple Core, P.O. Box 976, Daly City, CA 94017, USA.

## LED Flip-Flop

Q. I have tried many ways to utilize National's LM3909 in a simple design to operate two LEDs as a flip-flop oscillator. I cannot do any more than flash a single LED and change its timing by changing the capacitor I use with this IC. Is there possibly a better IC to use for a flip-flop?-John G. Burke, Sr., Indianapolis, IN.
A. The LM3909 is designed primarily to flash a single LED. If you want flip-flop LED action, try using a 555 -timer IC operating in the astable mode. The timing components are $R 1, R 2$, and $C 2$, while Cl acts as a bypass capacitor (see figure), The 555 outputs a square wave at pin 3 with frequency determined by $\mathrm{f}=1.44 /(R 1+2 R 2) C 2$. The duty factor (ratio of output high time to total time of one cycle) approaches 50 percent when $R 2$ is made much larger than $R 1$. To design for different values of duty fac-

tor, the formula to use is $\mathrm{DF}=(R 1+R 2) /(R I+2 R 2)$. If the 555 draws too much current for your purposes, you could try using a 7555 , which is the CMOS version of the chip. Typical values for the circuit are: $R I=1$ $\mathrm{k} \Omega, R 2=220 \mathrm{k} \Omega, R 3=R 4=470 \Omega$, $C I=.01=\mu \mathrm{F}, C 2=4.7=\mu \mathrm{F}$.

## ASCII Keyboard Check

Q. I have several ASCII keyboards that have some malfunction in them. Is there any simple circuit that can hold the 8-bit ASCII code on LEDs long enough to check each key?-Ed Glover, Riverhead, N. Y.
A. One of the ways to store digital information is with flip-flops. Since the ASCII

code has eight inputs, you'll need that number of flip-flops. Shown below is a circuit that uses four 7474 dual D flipflops ( D for data). When you press a key, the circuit accepts the ASCII input, lights the corresponding LEDs, and holds the information until the next key is pressed.

# PROJECT <br> OF THE MONTH 

## Two 60-Hz Hum Filters

THE MOST prevalent noise in electronic equipment is probably 60 Hz hum from the ac power line. The hum can be transmitted directly through the power supply, or it can be inductively coupled into a circuit from nearby power lines. The latter makes even battery-powered equipment susceptible to $60-\mathrm{Hz}$ hum.

Since audio-frequency amplifiers are particularly vulnerable to $60-\mathrm{Hz}$ hum, a well-designed unit often includes an on-chip power supply decoupler-regulator circuit. This provides rejection of power supply ripple that might give rise to $60-\mathrm{Hz}$ hum. For example, the LM381 provides $120-\mathrm{dB}$ supply rejection, while the LM387 low-noise preamplifier provides $110-\mathrm{dB}$ supply rejection.


Fig. 1. Schematic of a Wien-bridge $60-\mathrm{Hz}$ notch filter.


Fig. 2. Design for a twin-tee $60-\mathrm{Hz}$ notch filter.

Typically, op amps provide less supply rejection. The 741 and 308 , for example, have about 80 -to $96-\mathrm{dB}$ supplyvoltage rejection.

A common place for $60-\mathrm{Hz}$ hum to get into a properly designed and shielded audio preamplifier is the input jack. Using an improperly or poorly shielded input cable or simply touching the input with a finger may couple more $60-$ Hz hum than signal into the preamplifier. In both cases, the cable and the human body serve as antennas that pick up 60 Hz radiated by nearby power lines.
Several kinds of passive and active notch filters can be used to trap $60-\mathrm{Hz}$ hum. Since passive filters are disadvantaged by insertion loss, let's examine a couple of representative active notch filters.

Wien-Bridge 60-Hz Notch Filter. Figure 1 shows an active Wien-bridge $60-\mathrm{Hz}$ hum filter. This filter directs the input signal along two routes leading to the inputs of an op amp. The components are selected so that at a given frequency the gains of both the inverting and noninverting inputs match and thus cancel one another. An advantage of the circuit is that the two capacitors, as well as the five resistors, have equal values.

The notch frequency of the circuit in Fig. 1 is the reciprocal of $2 \pi \mathrm{RC}$. The component values in Fig. 1 give a predicted notch minimum of 58.95 Hz . A breadboard version of the circuit I built gave a notch minimum of 61 Hz , certainly very close to the predicted result considering the large tolerance of the components I used. At the notch frequency, 93 percent of the signal was rejected. This corresponds to a rejection of -12.5 dB .

Twin-Tee 60-Hz Notch Filter. Figure 2 is an active twin-tee $60-\mathrm{Hz}$ notch filter with better rejection than the Wienbridge version. This circuit requires one less component than the Wienbridge version, but takes two resistor and two capacitor values.

The notch frequency of this circuit is, like the circuit in Fig. 1, the reciprocal of $2 \pi \mathrm{RC}$ where $\mathrm{R}=R 1=R 2=2 R 3$ and $\mathrm{C}=C 1=C 2=C 3 / 2$. The component values in Fig. 2 give a predicted notch minimum of 63.66 Hz . However, the breadboard version of the circuit I built gave a notch minimum of 53 Hz . The attenuation at this frequency was -32.47 dB .
The difference between predicted and measured notch frequencies is probably due to the large tolerance of the components I used. Nevertheless, the filter provides an attenuation at 60 Hz of -23.2 dB .

Comparing the Two Filters. The actual frequency response of both $60-\mathrm{Hz}$ notch filters described above is compared in Fig. 3. Note that while the twin-tee filter has a somewhat wider and deeper notch, the overall shape of both curves is very similar. Note also that the vertical axis in this plot is linear, not logarithmic.
Incidentally, some texts present an ídealized, symmetrical notch to illustrate the performance of various filter circuits. However the notches shown in Fig. 3 are certainly not symmetrical. This is because they are not derived from equations but from actual measurements made with breadboard versions of the circuits in Figs. 1 and 2. This illustrates the importance of plotting results from real test measurements rather than depending solely upon theoretical predictions

Fig. 3. Actual
frequency response of Wien-bridge and twin-tee $60-\mathrm{Hz}$ notch filters.




## 

|  |  |  | Each | $\begin{aligned} & 100 \\ & \text { pcs } \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: |
| 2101 | $256 \times 4$ | (450ns) | 1.95 | 1.85 |
| 5101 | $256 \times 4$ | (cmos) (450ns) | 4.95 | 3.95 |
| 2102-1 | $1024 \times 1$ | (450ns) | . 89 | . 85 |
| 2102L-2 | $1024 \times 1$ | (LP) (250ns) | 1.69 | 1.55 |
| 2102L-4 | $1024 \times 1$ | (LP) (450ns) | 1.29 | 1.15 |
| 2111 | $256 \times 4$ | (450ns) | 2.99 | 2.49 |
| 2112 | $256 \times 4$ | (450ns) | 2.99 | 2.79 |
| 2114 | $1024 \times 4$ | (450ns) | 8/16.95 | 1.95 |
| 2114L-2 | $1024 \times 4$ | (LP) (200ns) | 8/15.95 | 1.90 |
| 2114L-3 | $1024 \times 4$ | (LP) (300ns) | 8118.95 | 2.25 |
| 2114L-4 | $1024 \times 4$ | (LP) (450ns) | 8117.95 | 2.10 |
| 2147 | $4096 \times 1$ | (55ns) | 9.95 | call |
| TMS4044-4 | $4096 \times 1$ | (450ns) | 3.49 | 3.25 |
| TMS4044-3 | $4096 \times 1$ | (300ns) | 3.99 | 3.75 |
| TMS4044-2 | $4096 \times 1$ | (200ns) | 4.49 | 4.25 |
| MK4118 | $1024 \times 8$ | (250ns) | 9.95 | call |
| TMM2016 | $2048 \times 8$ | (150ns) | call | call |
| HM6116-4 | $2048 \times 8$ | (cmos) (200ns) | call | call |
| HM6116-3 | $2048 \times 8$ | (cmos) (150ns) | call | call |
| HM6116-2 | $2048 \times 8$ | (cmos) (120ns) | call | call |
| HM6116LP-4 | $2048 \times 8$ | (LP) (cmos) (200ns) | ) call | call |
| HM6116LP-3 | $2048 \times 8$ | (LP) (cmos) (150ns) | ) call | call |
| HM6116LP-2 | $2048 \times 8$ | (LP) (cmos) (120ns) | ) call | call |
| Z.6132 | $4096 \times 8$ | (Qstat) (300ns) | s) 34.95 | call |
| LP = Low Power |  | Qstat $=$ Quasi-Static |  |  |


|  |  |  | Each | $\begin{aligned} & 100 \\ & p c s \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: |
| TMS4027 | $4096 \times 1$ | (250ns) | 2.50 | 2.00 |
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| MM5298 | $8192 \times 1$ | (250ns) | 1.85 | call |
| 4116-120 | $16384 \times 1$ | (120ns) | $8 / 29.95$ | call |
| 4116-150 | $16384 \times 1$ | (150ns) | 8118.95 | 1.95 |
| 4116-200 | $16384 \times 1$ | (200ns) | 8/13.95 | call |
| 4116.250 | $16384 \times 1$ | (250ns) | $8 / 11.95$ | call |
| 4116 -300 | $16384 \times 1$ | (300ns) | 8113.80 | call |
| 2118 | $16384 \times 1$ | (5v) (150ns) | 4.95 | call |
| MK4816 | $2048 \times 8$ | (5v) (300ns) | 24.95 | call |
| 4164.200 | $65536 \times 1$ | (5v) (200ns) | call | call |
| 4164.150 | $65536 \times 1$ | (5v) (150ns) | call | call |



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Voice of Music Model 1404 amplifier. Need schematic: Warren Chamberlin, 4166 Almond St., Riverside, CA 92501.

Hammarlund Model HZ-110 receiver. Need schematic and operating manual. Rod Herrada, 17913 Florwood Ave., Torrance, CA 90504

Texas Instruments Speak and Spell. Need schematic diagram or any information available. M.I. Saleem, Consultants Department, Ministry of Planning, Box 15, Kuwait.

Gonset Model G-76 transceiver, Paco Model G-34 square-wave generator and RCA Model WV77E voltommeter. Need manuals and schematics. Larry Forster, 420 Herndon Dr., Evansville, IN 47711.

Elco Model 368 sweep generator. Need operation manua and schematic. C.R. Wilson K1GVA, 61 Warwick St., Port land, MN 04102.

Knight Model 400 tube checker. Need operating manual and tube chart. Norman Reiss, 633 Hoff St., Random Lake, W1 53075.
I.D. Electronics Model CF-501 FM/AM clock radio. Need
service manual, schematic and parts list. Richard Urciolo Keyes Ferry Acres, Box 353, Harpers Ferry, WV 25425

Radio City Products Inc., Model 664 voltohmmeter Need schematic and alignment data. J. Welden Dupre, \# 7 HMS Court, Houma, LA 70360
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Hammarlund Model 212 CB. Need schematic and operat ing manual. Theodore Nadeje, 2108 Imperial Palm Dr. Largo, FL 33541

Elco Model 460 wide-band oscilloscope. Need schematic. Arthur Searles, Star Route, Box 53, Mineral Wells, TX 76067.

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Boes Dayton Model 416 signal generator and Model 214 electron beam tube tester. Need operating service man uals, and schematics. David P. Urban, 36 Spring St., Port Henry, NY 12974

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Tektronix Type 310 oscilloscope. Need schematic or manual. James E. Raiser, 5985 Gresen Ct., Norcross, GA 30093.

Hewlett-Packard Model 82002A battery charger/AC adaptor for hand calculators $35 / 45 / 80 / 65$. Need circuit diagram and component parts values. A.J. Avis, 460 Kno I Dr., Los Altos, CA 94022.

Macom inc. Models 2001 and 3001 Name Caller automatic phone dialers. Need schematics and instructions. Bob Anderson, 1095 Dewey, Plymouth, MI 48170.

Milda Model M-102 AM/FM 8-track stereo receiver. Need service bulletin and schematic. Robert F. Sayers, 18 Kingsley St., W. Orange, NJ 07052.

Heathkit Model IT-5283 signal tracer. Need schematic. Patrick E. Chung, c/o E.M. Hun, 95 Greenpoint Ave., Brooklyn, NY 11222.
Video-Brain Model 101 computer. Need schematic and service information. Lloyd Kirby, 115 N . Wood, Valentine, NB 69201.

Crosley Model 51 two tube regenerative receiver. Need any available information. Frank A. Martin, Rt. 1, Box 309. Pharr, TX 78577.

Intec 48K RAM board for Atari 400. Need schematic or any documentation. Mike McCann, Box 67, Dobson, NC 27017.

Kenwood Model KW-70 receiver. Need schematic, service manual, or any technical information. C.R. Visser, 14355 Archibald, Chino, CA 91710.

Lafayette Moder HA-410 10 meter radio. Need service and operating manuals. Charles M. Cole, 95 McKinney Ave., McKees Rocks, PA 15136.
Superior Model TD-55 tube tester. Need instruction manual and any available information. Kevin J. McDonald, 5093 Berkshire Dr., N. Olmsted, OH 44070.

Viking Instruments Model FS 400 frequency standard and Browning Laboratories Model S4 frequency meter. Need operation manuals. Squires-Sanders Model FM alert monitor. Need schematic and alignment information Howard Kohlbrenner, 2215 Clover Dr., Broomall, PA 19008.

National Model 80/07 board level computer. Need schematic, parts list, and pc board. David P. Smith, P.O. Box 202, Farmington, WV 26571.

Tennelec Model MCP- 1 memory scan. Need schematic and service manual. E.R. Garner, 1404 Dawson Pl., Rocky Mount, NC 27801

Lafayette Model LR800 stereo receiver. Need schematic.

Robert J. Galligan, P.O. Box 326, Niantic, CT 06357
General Electric Model 260 radio. Need SW band loop antenna. J.F. Perry, Box 488, Lewisporte, Nfld, Canada AOG $3 A O$.

Royce Model $1-580 \mathrm{CB}$. Need schematic. Dorse King, RR \# 1, Parksville, KY 40464.

Hewlett-Packard Model 200-C audio oscillator. Need schematic and manual. Henry Fuller, W3NZM, 1416 N. Hirst St., Phila, PA 19151.

Eico Model 400 oscilloscope. Need schematic, parts list and any information available. Henry Satinskas, 35 Woodvale Dr., Syosset, NY 11791.

Accurate Instruments Co., Model 154 VOM and Superior Instruments Model 82A tube tester. Need parts list and current tube charts. Curtis A. Creighton, 3240 Mount Garfiel, Fruitport, MI 49415.

Hammarlund HQ100 receiver. Need operating instructions, schematic and alignment procedures. Joel Recht, 122 Hoyt St., Apt. 5H, Stamford, CN 06905.

Lafayette Explor-Air Mark $V$ receiver. Need manual and schematic. B. Taylor, 126 Hancock Place, Leesburg, VA 22075.

Shintron Model 366 and 336 amplifiers. Need operation and service manuals. C.T. Huth, 146 Schenhardt St., Tiffin, OH 44883.

RCA Model WR-49B r-f signal generator. Need operation and service manuals. Mark Alan, Box 2923, Greenville, NC 27834.

Quatre Model D.G. 250 power amplifier. Need schematic. David Curry, 944 Pearl St., Boulder, CO 80302.

Trident Model CX-444 AM/FM stereo cassette. Need schematic and parts source. G. Cook, R1, Box 14. Centerville, MD 63633.

Hickok Modei CA-5 adapter for Model 533 tube tester. Need schematic and operating instructions. Harry J. Lookabill, 504 West 86th Terrace, Kansas City, MO 64114.
N.R.I Model 33 signal tracer and RCA color bar generator, Model WR 64-A. Need manuals. K. Miller, to027 Calvin St., Pittsburgh, PA 15235.

Knight Model 83Y317 stereo amplifier and Electra AM/FM Model AF-7XW radio. Need schematics and service information. Kenneth L. Mixon, 401 East San Pedro Ave., Perry, FL 32347.
Sylvania Model 220 tube tester. Need updated roller chart. Bill Thompson, 852 9th St., Beloit, WI 535 II .

Electronics Instruments Model 11 Rider Channalist. Need service and operations manual. David L. Hubert, KIRO Newsradio 71, Broadcast House. Third Avenue \& Broad Street, Seatte, WA 98121.

Allied Model 390 stereo receiver. Need schematic and service information. R. Stringer, 5127 N. Claremont Street, Chicago, IL 60625.

EMC Model 600 oscilloscope. Need schematic. Robert N. Bishop, 18109 E. 27th, Independence, MO 64057.

Meteor Clubman 2X2 disco mixer with built-in equalizer and Airline Super Heterodyne AM and SW receiver. Need schematics, parts lists or any information available. Rich Aulozzi, Box 521, Burnet, TX 78611.
Honeywell Model 7513 and Datapoint Model 3360 display station. Need any information available. Gary A. DePietro, 752 Commerce Street. Thornwood, NY 10594.

Base-2 8K static RAM S-100 board. Need schematic, IC locator and manual. G. Jones, Box 35172, Phoenix, AZ 85069

Atwater Kent super heterodyne, 110 V, 60 cycles, 120 W radio. Need schematic diagram or any information available. Douglas Preston, 2600 San Leandro Blvd. \#407, San Leandro, CA 94577.

Realistic Model Clarinette 88 13-1195A receiver. Need owner's manual and instruction book. Bruce Harbeck, 1316-38th Street., Sioux City, IA.

Memtrix Model MX-40 frequency counter. Need schematic or service manual. Mark Alan، Box 2923, Greenville, NC 27834

| ADVERTISERS INDEX |  |
| :---: | :---: |
| RS no. | ADVERTISER PAGE no. |
| 2 | Aaron Gavin |
| 3 | All Electronics Corp . . . . . . . . . . . . . . . 39 |
| 4 | AP Products . ..................... 84 |
| 5 | Apple Computer . . . . . . . . . . . . . . . 42,43 |
| 6 | Army National Guard. . . . . . . . . . . . . . . 1 |
| 7 | Artec Electronics ................... . 83 |
| 9,10 | BSR (USA) Ltd . . . . . . . . . . . . . . . . 6, 33 |
|  | C \& D Electronics . . . . . . . . . . . . . . . 102 |
|  | Classified Advertising . . . . . 96, 113-118 |
|  | Cleveland Institute of Electronics, Inc . . . . . . . . . . . . . 50-53 |
| 1 | Communications Electronics. . . . . . . 11 |
| 11 | CompuServe ........ . . . . . . . . . . . . . 7 |
| 12 | Computer Mail Order . . . . . . . . . . . . . 102 |
| 13 | Computers, Peripherals, Unlimited . . 99 |
| 14 | Cooper Group. . . . . . . . . . . . . . . . . . . 44 |
| 15 | Digi-Com . . . . . . . . . . . . . . . . . . . . . . . 86 |
| 16 | Digi-Key Corp. . . . . . . . . . . . . . . . . . . 110 |
| 17 | Dilithium Press . . . . . . . . . . . . . . . . . . 97 |
|  | R.L. Drake . . . . . . . . . . . . . . . . . . . 99,101 |
| 1819 | Electra Corp . . . . . . . . . . . . . . . . . . . 37 |
|  | Epsom America . . . . . . . . . . . . . . . . . 14 |
| 2021 | Firestik . . . . . . . . . . . . . . . . . . . . . . . . 86 |
|  | Focus . . . . . . . . . . . . . . . . . . . . . . . . . 96 |
|  | Grantham College of Engineering . 100 |
| 22,23 | Heath Co. . . . . . . . . . . . . . . . $30,31,41$ |
| 24 | Illinois Audio . . . . . . . . . . . . . . . . . . . . 96 |
| 25 | Jameco Electronics . . . . . . . . . 106,107 |
| 26 | JDR Microdevices . . . . . . . . . . . 108,109 |
| 27 | J \& R Music World . . . . . . . . . . . . . . . . 88 |
| 47 | Leading Edge . . . . . . . . . . . . . . Cover 2 |
| 29 | McIntosh Laboratory, Inc. . . . . . . . . 85 |
| 31 | MFJ Enterprises. . . . . . . . . . . . . . . . 97 |
| 28 | Maxell Corp. of America . . . . . . . . . . . 55 |
| 30 | Menotech ......................... 9 |
| 49 | Multitech Electronics ......... Cover 3 |
| 3242 | National Technical Schools . . . . . 76-79 <br> Netronics, R \& D Ltd. . . . . . . . . . . . 75, 91 |
|  | New Horizons . . . . . . . . . . . . . . . . . 73 |
|  | Nippon Electric Co., Ltd . . . . . . . . . CV 4 |
|  | NRI Schools ........... . . . . . . . . 16-19 |

33 PAIA Electronics, Inc. . . . . . . . . . . . . 100

Panasonic
67
Protecto Enterprises . ..... 96
88

Protecto Enterprises . . . . . . . . . . . . . . . . 88
112

Quest Electronics ................. 112
Radio Shack

Scientific Systems
Shure Brothers. Inc. 100
Classified Advertisin 102

Cleveland Institute of
Electronics, Inc .......
CompuServe ................ 7
Computer Mail Order. . . . . . . . . . . . . . 102
Computers, Peripherals, Unlimited . . 99
Cooper Group. ..................... . . . 44

Digi-Com . . . . . . . . . . . . . . . . . . . . . . . . . 86
Digi-Key Corp. . . . . . . . . . . . . . . . . . . . . 110
Dilithium Press . . . . . . . . . . . . . . . . . . 99,101
R.L. Drake . . . . . . . . . . . . . . . 97

Electra Corp . . . . . . . . . . . . . . . . . . . . . 37
Epsom America . . . . . . . . . . . . . . . . . . . 14
Firestik . . . . . . . . . . . . . . . . . . . . . . . . . . . . . 86

Grantham College of Engineering .. 100
Heath Co. ..................... . . $30,31,41$

6

2


Mclntosh Laboratory, Inc. ........... 85
Maxell Corp of America .......... 55
Menotech ....................... 9

National Technical Schools . . . . . 76-79
New Horizons ................ 73
Nippon Electric Co., Lid . . . . . . . . . . . Cv 4

PAIA Electronics, Inc. . ............. 100

Simple Simon Kits
Sinclair Research
Sinclair Research ................. 2, 3,59
Star Micronics ....................... 80,81


## HInTRIMRONTCS WORETED

## Personal Electronics News


#### Abstract

A NEW TV CRT DESIGNATION STANDARD has been developed by Electronics Industries Association (ELA) of Japan and Pro Electron of Europe. In the new scheme, each designation consists of alphanumeric symbols cocied into five or six symbol groupings. The first symbol indicates whether the tube is for a receiver ( $A$ ) or a monitor ( $M$ ); the second symbol gives the diagonal screen measurement in centimeters; a three-letter code defines a general family of tubes; the fourth symbol distinguishes color (a two-digit number) from monochrome (one digit); the fifth is the phosphor desigration (single letter for color, two letters for monochrome ); and a sixth symbol is added for tubes having integral yokes.


RENT A VCR is Superscope's new strategy fcr penetrating the 77 million out of a total of 80 -million U.S. TV households that do not presently have videocassette equipment. The company plans to offer, for rental only, a portable, easily connected video cassette player in the Beta format. Called RENTABETA, it will differ from the usual VCR in that it is a playback-only unit; the consumer will not be able to make his own recordings. To obtain another tape, it will be necessary to return the player (with the first, tape locked inside) to the rental outlet. To expand the market for its product, Superscope plans to offer RENTABETA at outlets not usually associated with the VCR-such as supermarkets, apartment complexes, large gas stations, etc. Rental cost for both the player and a prerecorded tape can be as low as $\$ 10$ to $\$ 15$ per showing.


SYNTHETIC SPEECH can be especially helpful to the handicapped, says Marvin Talbott, Manager of the Corporate Speech Center at Texas Instruments in Dallas. Accordingly, TI's hand-held Vocaid speech generator has been designed to synthetically pronounce a word or phrase that a speech-impaired in dividual might need to communicate. The unit comes equipped with four interchangeable overlays, each with 36 squares for different phrases. The telephone overlay, for example, uses expressions like "I'll take a message," or "Please explain." Other overlays are for bedridden patients, with messages for summoning help and for playing games. An alphanumeric overlay contains all the letters in the alphabet and the numbers zero through nine

SUBSCRIBERS TO THE SOURCE can now send Mailgram messages directly from their personal computers or data terminals to anywhere in the United States, including Alaska and Hawaii. To use the service, subscribers sign on to The Source, type 'MGRAM,' and are prompted step-by-step to enter names, addresses, and message text. Messages can then be revised before they are electronically forwarded to Western Union's largest Mailgram processing center. There they are routed by zip code to the serving post office nearest the addressee, where they are printed, put in envelopes, and given preferential delivery. (According to The Source, they are delivered in one business day.) The rate is $\$ 5.15$ for up to 100 words, with a surcharge of $\$ 1.00$ for each additional 100 words.

A TEXAS RANGER IN EVERY HOME is reporled to be the effect of the QUBE Security Service now being offered in areas of Houston served by Houston Cable TV, a subsidiary of Warner Amex and Gulf Coast Cable TV. The system's interactive capability allows the QUBE central computer to monitor subscriber homes every six to ten seconds, 24 hours a day. If an alarm of any kind is triggered, the computer alerts operators in a monitoring center. In case of burglary, the police are immediately informed of your exact address, whether or not you are at home. The system works similarly in the event of fire or medical trauma.

RADIO PAGING FOR THE DEAF is now possible with the Tactile Communicator, developed by the Research Department of the Helen Keller National Center, Sands Point, N.Y. The device uses a pocket-size receiver, and an 8 -channel transmitter about the size of a clock radio. Signals sent over the new handicapped frequency of 43.64 MHz are felt as vibrations by the person carrying the receiver. The first three channels are "high priority": fire, telephone, and doorbell. The remaining channels can accommodate other items like a timer or burglar alarm.

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[^4]:    Sinclair technology is also available in Timex/Sinclair computers under a license from Sinclair Research Ltd

[^5]:    More special effects. The pilot, superimposed on a shot of the planes lined up on the apron, has a slight look of anguish on his face as he approaches his plane for the takeoff. At left, a diagonal split screen shows the pilot looking out of the cockpit just before descent; and below is the airfield, looking pretty small and maybe a little hard to hit.

[^6]:    $I_{f_{\text {max }}} \equiv$ Maximum clack frequeney
    ${ }^{\text {max }}$ LPM $=$ propagation deley time, low to.high.level output
    tPHL $\equiv$ propagation deley time. high-io-low-lovel output
    NOTES: 8. Load clrcult lis zhown on page 3-11.
    Propagatlon delay for clearing la measured from the clear input for the LSig0A and LSIGIA or from the clock transition
    for the' LS 162A and 'LSi63A.

[^7]:    5 REM CLEARS SCREEN
    10 CALL - 936
    15 REM STARTING COORDINATES
    $20 A=15$
    $30 B=20$
    35 REM DRAW GUN
    40 HLIN A, $(A+6)$ AT B
    50 VLIN B, $(B+4)$ AT A
    60 HLIN A, $(A+6) A T(B+4)$
    70 VLIN $B,(B+4) A T(A+4)$

