# THE SEALED NICKEL CADMIUM BATTERY 

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Sealed, maintenance-free rechargeable batteries are becoming increasingly readily available to the model maker, handyman, radio enthusiast and electronics engineer. Until recently they have served the public in a somewhat hidden way, as components of 'rechargeable' razors, calculators etc. Nowadays they can be obtained off the shelf, and for most purposes only a small amount of knowledge on simple charging techniques is necessary. Single units are referred to as 'cells', and these can be connected together into 'batteries'

We shall be considering the sealed nickel-cadmium cells and batteries, which are the 'maids of all work' in the small power source field.

Probably the most important facts are:1. The cell discharge voltages are essentially the same as those of 'dry', cells, i.e. zinc/carbon or alkaline manganese;
2. Some nickel-cadmium cells have exactly the same dimensions as the common dry cells and can be interchanged;
3. Their discharge currents can be drawn continuously, and very rapidly as required
4. They can be recharged and discharged a great number of times; 500 or 1,000 times, or many more depending on use;
5. They can be left on continuous charge for years, and thereby maintained in a constant, fully charged state of readiness There are, of course, a few 'ifs' and 'buts' relating to the above and we shall consider these below.

There are two basic types of sealed nickel cadmium cell: the 'cylindrical' cells and the 'button' cells. A mixed group is shown in Figure 1, and Figures 2 and 3 illustrate construction differences and similarities. Respectively tables 1 and 2 give details of the available sizes of the two kinds.

Note that the nickel cadmium cells which are interchangeable with dry batteries are to be found amongst the cylindricals, and Table 1 includes references to the nonrechargeable zinc-carbon and alkalinemanganese equivalents. We shall deal with the cylindrical cells first.

## Cylindrical Cells

As an example, consider a nickel cadmium cell of penlight size, the AN 50. It can be left permanently on charge at currents of up to 65 mA ; it can deliver 10A for 30 seconds; 5A for 3 minutes; or 0.5A for 1 hour. All this can be done in any position, and cycles of charge and discharge can be repeated hundreds or thousands of times. It has the same dimensions as the penlight HP7 and MN1500, and can be used in temperatures as low as $-30^{\circ} \mathrm{C}$, and as high as $550^{\circ} \mathrm{C}$, and attains at least half capacity at the extremes.

How is this versatility achieved? The main secret is in the 'Oxygen Recombination Reaction', which means that the gas produced internally on overcharge is absorbed continuously and re-used inside the sealed 24


Figure 1. Various Ni-Cad batteries


Figure 2. Construction of a 4.5 Ah cylindrical cell (AN450).
cell in accordance with the reaction:-
$\mathrm{O}_{2}+2 \mathrm{H}_{2} \mathrm{O}+2 \mathrm{Cd} \rightarrow 2 \mathrm{Cd}(\mathrm{OH})_{2}$
The oxygen is given off at the positive (nickel) electrode and reacts very quickly with the cadmium in the charged negative electrode. To help this reaction in the cell the two electrodes are separated only by a thin porous membrane. Cylindrical cells are spirally wound (as shown in Figure 2), whereas button cells consist of flat plates (as shown in the sectional drawing in Figure 3). The electrode 'plates' are made containing finely divided 'active' materials, nickel hydroxide for the positive and cadmium hydroxide for the negative. These materials are absorbed into a sintered or an electrodeposited metal matrix, and this type of construction gives the very low internal resistances and the correspondingly high short-circuit currents shown in Figure 4.

Note that the cylindrical cells are fitted with a re-sealing one-way safety vent that relieves any excess internal pressure caused by a fault or abuse. It opens at about 200 psi and closes again at about 175 psi. Typical abuse conditions would be overcharging at too high a current or excessive reverse charging.

The electrical capacity of a secondary (i.e. rechargeable) cell is expressed in Ampere hours (Ah) or for small cells in milliAmpere hours (mAh). It depends on the rate of discharge, and it is common practice to measure it at the 5 'hour rate. It will be seen from Table 1 that the cylindricals come in a wide range of capacities, from 110 mAh to 10 Ah .

Cells can be connected together in series to produce batteries. Only cells of the same capacity should be used. Connecting in series increases the voltage but the resulting battery has the same ampere hour capacity as the individual cells. Thus ten 4 Ah cells connected in series will give a battery of 12

|  | $\begin{aligned} & \text { IEC } \\ & \text { NO. } \end{aligned}$ | Size |  |  |  |  | $\begin{aligned} & \stackrel{\rightharpoonup}{5} \\ & \frac{00}{00} \\ & \vdots 00 \end{aligned}$ |  | Equivalent 'Dry' Batteries (not rechargeable) |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  |  |  |  | Zinc Carbon | Alkaline Manganese |
| NCC18 | KR/11/45 | AAA | 1.2 | 0.18 | 10.5 | 44.5 | 10.0 | 18 | HP16 | MN2400 |
| NCC12 | KR/15/18 | 1/3AA | 1.2 | 0.11 | 14.1 | 17.0 | 8.0 | 12 |  |  |
| NCC24 |  | HAA | 1.2 | 0.24 | 14.3 | 28.1 | 14.0 | 24 |  |  |
| AN45 | KR/16/29 | 1/2A | 1.2 | 0.45 | 16.7 | 28.1 | 19.0 | 45 |  |  |
| AN50 | KR/15/51 | AA | 1.2 | 0.50 | 14.3 | 50.3 | 25.0 | 50 | $\begin{aligned} & \text { Penlight } \\ & \text { HP7 } \end{aligned}$ | MN1500 |
| AN60 | KR/17/51 | $\begin{aligned} & \text { super } \\ & A A \end{aligned}$ | 1.2 | 0.60 | 15.6 | 50.0 | 30.0 | 60 |  |  |
| AN140 | KR/23/43 | RR | 1.2 | 1.40 | 22.6 | 42.6 | 50.0 | 140 |  |  |
| AN220 | KR/27/50 | C | 1.2 | 2.20 | 26.0 | 49.0 | 70.0 | 220 | HP11 | MN1400 |
| AN260 | KR/35/44 | 1/2D | 1.2 | 2.60 | 32.5 | 43.7 | 100.0 | 260 |  |  |
| AN400 | KR/35/62 | D | 1.2 | 4.00 | 32.5 | 61.3 | 140.0 | 400 | HP2 | MN1300 |
| AN450 | R/35/62 | D | 1.2 | 4.50 | 33.8 | 61.0 | 150.0 | 450 | HP2 | MN1300 |
| AN700 | KR/35/92 | F | 1.2 | 7.00 | 33.8 | 91.0 | 225.0 | 700 |  |  |
| AN1000 | KR/44/91 | super <br> F | 1.2 | 10.00 | 41.5 | 91.0 | 345.0 | 1000 |  |  |

Table 1. Some typical cylindrical cells.


Figure 3. Construction of a 250 mAh button cell (NCB25DA).


Figure 5 Solder tag styles.


Figure 6. Variation of capacity with temperature.
Figure 6. Variation of capacity with tempe
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volts (1.2 $\times 10$ ) and the capacity is unchanged at 4 Ah .

The charge or discharge currents (or 'rates') of cells and batteries are usually expressed as multiples or sub-multiples of the ONE HOUR or ' C ' rate. This standard convention makes for easier comparison between batteries of different sizes.

For instance the C/10 rate will discharge any cell or battery in 10 hours; the C/5 hour rate will discharge it in 5 hours and the 20 rate will discharge in $1 / 2$ hour. The C/10 rate is 1 A for a 10 Ah battery and 200 mA for a 2 Ah battery.

It is very important to grasp that the charging/discharging cycle has an efficiency coefficient of about 1.5 , so that the 'C/10' current would in fact need about 15 hours ( $10 \times 1.5$ ) for a full charge.

It is worth dwelling a little on the cells which have the same dimensions as 'dry' or common non-rechargeable cells. For many purposes e.g. tape recorders, transceivers, torches etc., nickel cadmium cells can take the place of the equivalent battery. They have many advantages. They can give heavier, continuous power if needed, and their voltages are more uniform during discharge. Their rechargeability makes them very economical in use, and many hundreds of recharges can be obtained at a small fraction of a penny each.

Very often nickel cadmium cells are soldered into circuits. This is desirable if high currents are to be taken, or the battery is to be kept on permanent charge in readiness or standby for emergency purposes. Cell manufacturers fit solder tags at no extra cost, and the styles are shown in Figure 5. When ordering cells the designation 'CF', 'HH' or 'HB' should be used. This is easy to remember if associated with the terms 'Contact Free', 'Head-Head', 'Head Base'. Note that soldering directly on to a cel case could severely damage the cell.

From the point of view of the tolerance of electronic circuits, it is very important to realise that the battery on-charge voltage is higher than the discharge voltage. Thus, a circuit may have to tolerate 1.5 volts per cell on charge at the $\mathrm{C} / 8$ rate and a mid-point discharge voltage of 1.25 volts/cell at the C/5 rate.

Sealed (i.e. gas recombining) cells should not be charged in parallel as their very low internal resistances and supressed overcharge voltages can mean that one cell or one row of cells is doing all the work and getting more than its fair share of overcharge current. It is also possible under these parallel conditions for a row of cells to receive very high 'stray' currents from neighbouring rows. Diode protection between rows is sometimes incorporated to reduce this possibility.

## Temperature

A battery is by nature a chemical device and therefore it is affected by temperature in a variety of ways. The lower working limit of the nickel-cadmium system is generally taken to be the freezing point of the potassium hydroxide electrolyte at about $-30^{\circ} \mathrm{C}$. At low temperatures the charging process becomes more efficient, and for continuous charging under these conditions an upper charge voltage limit of 1.55 volts per cell is often imposed. By this, it is meant the circuits are designed so that as this voltage is approached the charging current will decrease and the upper voltage limit is not exceeded. This will greatly reduce the possibility of gassing under these very efficient charge conditions.

The battery capacity is also affected by temperature and Figure 6 demonstrates this. Note the differences between the two


Figure 7. Charge retention versus storage temperature.


Figure 9. Charge retention of button cells.
curves. Charging is more efficient at low temperatures and less so at high temperatures. These curves highlight this.

Another important aspect of battery temperature is its influence on the retention of charge on standing. Figure 7 demonstrates the marked self-discharge brought about by storing charged cells at elevated temperatures. Compare, however, with the button-cell performance shown on Figure 9.

## Special Cylindrical Cells

When batteries have to be kept on continuous charge under conditions of high temperature, such as in emergency lighting where there are electric lamps, transformers, chokes etc. to generate heat, it is now common practice to use specially formulated cylindrical cells to withstand these arduous conditions and to comply with recent specifications. These batteries need to have an expected life of at least four years in use. (Specification BS 5266 and ICEL 1001.)

## Button Cells

These cells are not fitted with a venting mechanism, and their construction means that they have a higher internal resistance. They are very popular for relatively small current, regular cycling, and infrequent or limited overcharge applications. Their capacities range from 60 mAh to 600 mAh , as shown in Table 2. Although their energy densities are somewhat less than that of cylindricals ( 70 watt-hours per litre compared with 100 watt-hours per litre), this is often compensated for by the compact way in which they can be stacked to form very convenient battery packs, as illustrated in Figure 8.

A cross-section of a button cell is shown in Figure 3. This is of the 250 mAh size and it will be seen to have three electrodes; one positive sandwiched between two negatives. This is a typical so-called 'D.A.' construction. Other variations are the 'Z.A.' type with only two electrodes and the 'V.A.' with four electrodes. The greater the number of electrodes, the lower the internal resistance for a given Ampere hour capacity (see Table 2).

Button cells are of the 'mass plate' type of construction, in which the electrodes are produced by compressing the active chemical ingredients into metal mesh pockets. The big advantage of these pressed plate cells is that they retain their charge longer when stored (compare figures 7 and 9). This very important property of button cells is often utilised for memory protection in electronic circuits.


Figure 8. A selection of button cell batteries.


Figure 10. Simple charging circuits.

|  | Capacity | Voltage | Maximum <br> Diameter | Maximum <br> Thickness | Approx. <br> Weight | C/10 Charge <br> Rate | Internal <br> Resistance |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| NCB6ZA | 60 mAh | 1.2 | 16 mm | 6.1 mm | 4 g | 6 mA | 280 ms |
| NCB112A | 110 mAh | 1.2 | 23 mm | 4.5 mm | 6 g | 11 mA | $140 \mathrm{~m} \Omega$ |
| NCB152A | 150 mAh | 1.2 | 25 mm | 5.5 mm | 9 g | 15 mA | $120 \mathrm{~m} \Omega$ |
| NCB252A | 250 mAh | 1.2 | 25 mm | 9.0 mm | 13 g | 25 mA | $100 \mathrm{~m} \Omega$ |
| NCB25DA | 250 mAh | 1.2 | 25 mm | 9.0 mm | 13.5 g | 25 mA | $70 \mathrm{~m} \Omega$ |
| NCB602A | 600 mAh | 1.2 | 35 mm | 10.0 mm | 30.0 g | 60 mA | $70 \mathrm{~m} \Omega$ |
| NCB60VA | 600 mAh | 1.2 | 35 mm | 10.0 mm | 30.5 g | 60 mA | $30 \mathrm{~m} \Omega$ |

## Table 2. Some typical button cells.

Continuous charging of button cells is possible at normal temperatures, but it is necessary to limit the charge current to $\mathrm{C} / 100$. Thus, for the 250 mAh cell or battery, the maximum 'trickle' current should be 2.5 mA .

As with other cells, solder joints must not be made directly on to the cell cases, as internal plastic insulators could be damaged. Manufacturers supply cells and batteries with solder tags as requested. Certain packs, for memory protection, are often supplied with tags suitable for fixing directly to PC boards.

## Charging

For most purposes a 'constant-current'
charge system is used for sealed cells. Figure 10 gives a couple of simple circuits suitable for this purpose. For a satisfactory constant current it is recommended that the resistances marked ' $R$ ' drop a voltage about equal to that of the battery being charged.

Other types include circuits for charging from vehicle batteries, solar cells and transistorised sources, and there are many techniques employed for controlling such refinements as fast charging, and correcting for extremes of environmental conditions.

Simple, well designed, and convenient chargers are readily available on the retail market, to accept and charge cells and batteries for domestic items such as torches, tape recorders, and toys etc.

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| $\times \mathrm{C} 63 \mathrm{~T}$ | Mast M - E5.79 |  |  |  |  | Photocel |  | RM45Y | Boon $\mathrm{EP}^{2}$ |  |  | Book N823 |  |  |
| x964U M | Mast R $\quad$ E9.45 |  |  |  |  | Book 8P45 |  | RO808 | Book FT9 | E5.05NV | xW938 | Book AG582 | DIS |  |
|  | Mastheas UP1300/W .... 10.90 |  |  |  | $\times \mathrm{W} 3 \mathrm{am}$ | Book BP67 | 22.05NV | ${ }^{\text {WGOOA }}$ | Book 1 | 26.31 |  |  |  |  |
| * 8 W48C | Now Same As EW46A. |  |  |  | XW62s | Book 8P82 |  | 66 | Bock |  |  |  |  |  |
| 9 | masthem UPI 300/V....... 110.95 | Page 23 |  |  | Rro 30 |  |  | XW76H | Book $\mathrm{Frg}^{\text {ch }}$ | 8665NY | Page 33 |  |  |  |
|  |  |  |  |  | RROMK | Book N N 229 | ELTONV |  |  |  |  | Book NB3 | ${ }^{\text {c.8.65NV }}$ |  |
| Pase 18 |  |  |  |  |  |  |  |  |  |  |  | Book |  |  |
| ${ }^{* 8 W 50 E}$ |  | ${ }_{\text {RL29 }}^{\text {RLS }}$ | Book NB157 | E2.56NV | RR10, | Book N8230 | ${ }_{\text {cil }}$ | xW739 | Book $\mathrm{T}_{1} 12$ | 86.25NV | (0)350 | Book N6333. | 1.35 NV |  |
| $\mathrm{rx}^{2} 30 \mathrm{x}$ |  | RH24B | Book BP31 | DIS |  | Book ${ }^{\text {cosen }}$ |  |  |  |  |  | Book AG510... | 26.28 N |  |
|  |  | RQ2\% | Book N8245 | E. 655 NV | Rroue | Book NB203 | E3.55NV | Paze 30 |  |  | ${ }_{\text {RR14 }}$ | Book N8238 | 4.55NV |  |
|  | Solitee csion - |  | Book 1832 |  | xwsox | Book AG475. |  |  |  |  |  | book ÁSt 12 |  |  |
| 8ws3\% |  | KW31J | Book MM639 | c1.95V |  | Book ${ }_{\text {BPP }}$ |  |  |  |  | ${ }_{\text {RFFIS }}^{\text {RFIS }}$ | Book N825 | 25 NV |  |
|  | Merlat Splinem Soll |  |  |  | 296 | Book 8 P49 |  | Rrosf | Book NE |  |  | Book B |  |  |
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| :---: | :---: |
| YB36P | Unisound Mic Ema20...... $\mathbf{L 1 9 . 1 7}$ |
| YB37s | Unisound Mic Ema $30 . . . . .220 .85$ |
| e 120 |  |
| Hrocg | Super Cardioid Mic..........E23.55 <br> Sterso Electrof Mic......... 219.75 |
| -r830 | Unisnd Mic DM13000......E35.45 |
| 10950 | Scron Ul5 .............e.e. 10.75 |
|  |  |
| TW729 | Osneck Mic Stund 8 8in........1.99 |
| Wrich |  |
| W730 |  |
| W774R | Metal Gsneck Boun .......... $\mathbf{E 3 . 2 5}$ |
| wF37s | Okit For Gink Stand........... 61.95 |
| Paxe 121 |  |
| Le96E Toble Top Mic Stand.........e. 2.25 |  |
|  |  |
|  |  |
| XRESY |  |
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| musical |  |
| Pade 122 |  |
| Ye97\% | ProAmp E92S..............e3.45 |
| Ye30H | Mono Mic Mixer - - |
| $\times 1296$ | Sterno M xar |
| Les6\% | Mini:Phasar.....- |
| увзон | Fuzz Box........................615.25 |
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| xabiu | Fuzr.Wah Pedal...............529.50 |
| 8834M | Vibra Chous .-. |
|  | Echo Chemberso...........87.30 |
| te67k | Echo Chamber Tapo .........en.99 |
| x 300 | B8D Echo Mechina......... $\mathbf{4 7 2 . 5 0}$ |
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| remot | Cry Guiter Pich.Up...........83.93 |
| yemiv | Sther MerP.U.UP....... 88.35 |
| Yous | Pickud Trand/M21 |
| YLogk | Pickup Trandi.A51............19.95 |
| Y10L | Pckup Trang. A15 .-........ $0^{15}$ |
|  | Prekup Swrich - |
|  | Gutar Strines Nylon...........1.85 |
| Sod | Strap Eution ....alu..............550 |
| OPTO |  |
| Pare 125 |  |
|  |  |
|  | Holdon MES Amber ........ II. IS |
| P<39P | Hodor MES |
| rat 60 | Holder MES Grem............. 21.45 |
| RX61R Holder MES Red 81.45 | Holder MES Red - |
| ${ }_{\text {RX7 }} \times 17$ | Oma Les Lhidr Groen......350 |
|  | Omd LeS Lidar Red.............350 |
|  |  |
| Rxsog omd Les Lhdr Yellow.........35p |  |
| Px67x | FM. Ti LES Lhide Bux........350 |
| RX6BY Fn.Tp LES Lind |  |
| FF66\% | Fivited Lhior Amor........350 |
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| Wrozc Les Cower Green ............... 60 |  |
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| YOGG LES Cover Yellow |  |
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| Rxalc |  |
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| W13P Wire Bulb 12V..................30p |  |
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| 10 L | Eteher |
|  | PCB |
| Hx03D | Resi |
| HXOOA | PCB SRBP Smli Single ..........48D |
| WF38a | PCE SRBP Med Single |
| WF39N | PCB SRBP Lrs Single... |
| HXOIB | PCB F.Glass Sm Sngi. |
| WFAOT | PCB F.Glass |
| WF4lu | PCB F.Glass Lrg Sng ......... $\mathbf{\$ 2}$. 75 |
| WF42V | PCB F.Glass Mod Dole |
| xpgox | Frircuit.......... |
| 8w21x | Track Tape 31 |
| 8W2 | Track Tape 40 |
| BW23 | Track Tape 50 |
| BW248 | Irack Tape 62 .................. $¢ 1$ |
|  | Track Tape 80 ................ $£ 1$ |
| 8w | Truck Trpe 100 .................. 1.32 |
| BW27E | Track Tope 125 ................e. 81.85 |
| BW28F | Track Tape 150 ................ 1.85 |
| BW29G | Track Tape 200 ................. 11 |
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| BW31J | Pad 100 |
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| BW33L | Pad 150 |
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| PF96E | 3800 Sp.Ext.1/P.BKt ............55p |
| BF98G | 3800 VCA |
|  | 3800 Int |
| *8867x | 3600 VC |
| BY85G | 3600 Rear Pan |
| XQOAE | 3800 Cabma .................... 49.60 |
|  | Carr in UK with $\mathrm{XCO} 9 . . .$. |
| ¢ 414 |  |
|  |  |
|  |  |
| xF43W | 3800 Patch Chatt ............... 7 deNV |
|  | ET |
| 887 | Touch Orgen PC |




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| YO19V | LM380 Amp PCB | . 11.25 |
| Yg20w | zow Amp PCB. | c1.50 |
| Yoldi | Tone con PCB |  |
| YQ21X | Snd/Lught Conv PC | .... 5.2 .10 |
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| XH2OW MES25 ........................ 25pNV |  |  |
| 88165 | Orgn/Giar Bess | .... 210.50 |
| $\times \mathrm{XH19V}$ | MES49 | 015 |
| XL13P | Drumsette Kıt | DIS |
| $\times \times 165$ | Drumstte 1 PCB | .... DIS |
| xx17 | Drumstie 2 PCB | .... DIS |
| 1 LV18 | Drumsetie Frme Pan | .... DIS |
| LYO2C | Drumsette Rear Pa | .... DIS |
|  | Dumbate | .... DS |
| X898G | Drumsette Cabing | DI |

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| XH48C | MES33 |
| :---: | :---: |
| FL94C | Hifi Amp Sol Mihr PC........en 20 |
| FL950 | HiFi Amp Sol PCB ............ 2325 |
| FL96E | HiFi Amp Eql Mthr PC........ $\mathbf{E 2}$. 95 |
| FL97F | Hifi Amp Eql PCB ............ $¢ 1.97$ |
| L298G | Hifi Amp Pk Oex PCB ........ $¢ 1.97$ |
| $\mathrm{Fl99H}$ | HiFi Amp PSU PCB...........E2.15 |
| ¢032k | H/Phones Skt Brekt........... 599 |
| XY21X | nifi Amp Chessis...........e.22.10 |
| XY22Y | HiFi Amp Screen...............E1.85 |
| xy23A | Hifi Amp Frt Panol............88. 30 |
| XY248 | Hifi Amp Cover Black........ 26.95 |

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| XH21X |  |
| x $\times 0$ | 10. |
| X874R | 10.Chl Egls Miwrk |
| X875S | 10.Chl Eqler W |
| $21 \times$ | Clo |
| Lw30H | Cloc |
| LW31] | Clock Tim |
| XY32K | Cassette Mechanism |
| xY34m | Stereo Tape Mod |
| Y030w | Tape Swith Board. |
|  | Tape S |
|  |  |
|  | Cassette Parts Kit. $\qquad$ 12.98 |
|  |  |


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| :---: | :---: |
| XFO4E | MES41.........................40pNV |
| X876H | Disco Front Panel...........c11. 50 |
| B8260 | Motor Switch PCB.............. $£ 1.15$ |
| 8827 | Light Mod Bd...................E5. 30 |
| B818U | Heatsink DR2 ...................74p |
| x877) | Disco Cabinet ........i.a.....c48.44 |
| $\begin{aligned} & \text { B891C } \\ & \begin{array}{c} 8191 \\ \text { B190 } \end{array} \end{aligned}$ | Carr in UK with $\times 877 . . . . . . . .18 .00$ |
|  |  |
|  | Disco PSU PCB................ $£ 1.95$ |
|  | 100W Amp Board .............. $\mathbf{2} .35$ |
|  | Heatsink Mis Plate ............ ¢3.95 |
| XY27E | Heatsink Cover.................E6.45 |
| 8822Y | FET-Coramic PU Bd -........ $£ 1.69$ |
| 88248 | Disco Fider Bd.................. 52.20 |
| 8B25C | VUM \& HP Amp Bd.......... 22.35 |
| XH23A | MES42 ........................25pNV |
| $\times 8375$ | Sound To Light Case........e11.50 |

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$\begin{array}{ll}\text { LR13P } & \text { H8 Mixer PCO No. } 2 \ldots . . . . . . . . . . . . . .96 ~ \\ \text { LR140 } & \text { HO Mixer PCB No. } \\ \text { N }\end{array}$ LR34M HQ Mixer PCB No. 24 ............. 1.38

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$\begin{array}{ll}\text { LR16S } & \text { HO Mixer PCB No. } 5 \\ \text { LR350........ } & \text { E1.10 } \\ \text { R21 }\end{array}$


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$\begin{array}{ll}\text { XL07H MA1003 } \\ \text { YLI9V } & \text { L.C.Clock Modul ............ } 13.40\end{array}$

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| Pege |  |
| :---: | :---: |
| Rx96E | Saf |
| RX97\% | Safuseholde |
| RX490 | Chassis F/ H 20m |
| RX50E | Chassis F/H |
| WH490 | Fuse Clip |
| RX51F |  |
|  |  |
| WRPOA | Fuse 20mm 100 ma |
| Whatc | Fuse 20 mm 150 mA |
| WROIB | Fuse 20 mm 250 m |
| WRO2C | Fuse 20 mm 500 m |
| WRO |  |
| WROO | Fuse 20 mm 1.5 |
|  | Fuse 20 mm 24 |
| WR06G | Fuse 20 |
| WR074 | Fuse |
| WR18 | Fuse A/S 500 |
| WR19V | Fuse |
| WR2 |  |
| WR950 | Fuse $1.1 / 450 \mathrm{~mA}$................. 4 p |
| WROPJ | Fure 1.1/4 100 ma |
|  |  |
| WRO9K | Fuse 1.1/4 250 ma |
| WR10L | Fune 1.1/4 500 mA |
| WR11m | Fuse 1.1/4 1 |
| WR12N | Fuse 1.1/4 1.5 |
| WR13 | Fuse |
| WR140 | Fuse 1.1/4 |
| WR15R | Fute 1.1/4 |
| WR16S | Fuse 1.1/4 10A |
| wR1T | Fuse 1.1/4 15A |
| H031 | Plug Fuse ${ }^{\text {2a }}$ |
| H032k | Plug Fuse 3a |
| H033L | Plua Fust 5A |
| H034m | Pug Fuse 13A |
|  |  |
| HW | AF Supp C |
| HWOSF | RF Supp Choke 24 |
| HWOGG | RF Supd Chote 3 A |

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| HW13P | Mains Trans Supp |
| :---: | :---: |
| HWOOX |  |
| nW46A | Door Comtact Reed...............1.49 |
| YW50E | Window Foul...................... El .25 |
| YW51F | Foil Terms |
| Yw478 | Surlace BA Reed --.i.a.-...... 1.95 |
| W48C | Ooor Loop....................... $£ 1.75$ |
| nwago | BA Junction Box |
| Ye91Y | Pressure Mat. |
| XY33L | Smoke Detectr Type 1-.... $\mathbf{1 2 . 7 5}$ |
| RECORD AND TAPE |  |
| Page 177 |  |
| $\begin{aligned} & \times 000 \\ & \times 823 A \end{aligned}$ | Autochanger .................. $£ 22.50$ Rim Dive Turntable....... $£ 29.90$ |
| * $\times 825 \mathrm{C}$ | Belt Drive Turntable......... 534.50 |
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|  | Cartridge Side MP60 |
|  | Cartridge Slide 710 ........... DIS |
| F019V | Cratide Slice B0S95 ........ DIS |
| 755 | Drive Wheel BSR ............... $£ 1.55$ |
| FO20w | Spindle Auto BSR ...............4.4C |
|  | Spondie Manual ASR |
|  | BSR Drwe Bell |
| $22 Y$ | Carrier Kit SL75K............84.85 |
| $23 A$ | Cartrde Carrier SL95 ......... 63.95 |
| F\%248 | Carrier Kt SL95K .............. 55.25 |
|  | Crinder Car Zero $100 . . . . . . . . . . . D I S ~$ |
| 26 D |  |
| - | Cartos Crier SP25V .........cti. 25 |
|  | rrier Kit SP25Vk ........... ${ }^{\text {E }}$ 5.95 |
|  | Dr Wheel Garrard Lrg......... 22.55 |
| F930H | Dr Wheel Gar ard Sm......... $£ 2.85$ |
| 1 | Spindie Man Short..............72p |
|  | Spindle Man Long.............. 79 P |
| 331 | Spindle Auto Short............e. 5.50 |
| F¢34M | Spindle Auto Long -............. DIS |
|  | SP25IV Tone Arm ...............DIS |
| F0359 | CB Weight SP25IV - |
|  | Garrard Drive Belt ............. $£ 2.50$ |
| 644 | SP251II Motor..................... DIS |

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| XX34M <br> HRO1B <br> HRO2C <br> HROSF Rrus |  |
| :---: | :---: |
| x 76 H | Drive Belt 46 mm ................. 980 |
| xx71 | Drive Bell 57 mm ................98p |
| Yx78K | Drive Belt 66 mm ..................98p |
| Yx79 | Drive Belt 76 mm .................98p |
| $\times \times 808$ | Drive Bell 90 mm ..................98p |
| HROGG | Crad Acos 104 |
| HRO9K | Ctrde ESR SC12M............c3.75 |
| HR10L | Ctede BSR SC12M..........3.65 |
| Yx83E | Ctridge Philps GP215.........c4. 55 |

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| Y8478 | Recora Care kt C106 |
| - LX030 | Musicentre Kit C113 |
| L06GG | Cleaning Arm Clioo. |
|  | Cleaning Arm Clob............ 4.95 |
| FR44X | Roller Pick C93...................35p |
| rwsob | Roiler Pack C96.................. 48 p |
| N4alC | Clesmin Cloth Cl04 .-.-......78p |
| FRasC | Dust-Dff C101 |
| Tw82D | Cleanar C92 .......................es. 65 |
| 7×938 | Stylus Microscope ............ $£ 2.45$ |
| W683E | Stylus Brush C103 ..............12p. |
| WWaf | Stylus Brush C97............ 28 p |
| FR46A | Stylus Cleaner C95............. 80 p |
| Ye55k | Claening Kit C116............. $£ 2.42$ |
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| FR52G | Anti.Stat Fluid 695 |
| <10L | AntiStat Mat C119.....-..... 81.95 |
| L04 | Anti-Stat Gu |
| FO509 | Spirit Level $44 . . . . . . . . . . . . . . . . . .23 .65 ~$ |
| FR490 | Stylus balance PX1 ............2.45 |
| Yw85G | Record Grip C206............. $£ 1.28$ |
| FR50E |  |
| YW86T | Cassette Kit C115.............E1.85 |
| Y 3561 | Cassette Kit Clo |
| RB64E | Cass Head Cinr C118...........1.25 |
| Yw87U | Claaning Stick C109 ............23p |
| nwsev | Tape Cleaning Fluid ............. 58p |
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| $\begin{aligned} & \text { FR59J } \\ & \text { wr9w } \\ & \text { FR625 } \\ & \text { FO62S } \\ & \text { W990x } \end{aligned}$ | Cassette CInr Tape |
|  | Cassette Cin \& Demag....... 82.2 |
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|  | Styus |
|  | stylus $G$ |
| HR31J |  |
| HR66W | Stylus Acos SM6................ $\mathbf{4} .95$ |
| Yxosf | Stylus ${ }^{\text {a }}$ |
| n06 | Stylus ADC |
| 07H | Sylus ADC |
| Yx08J | Stylus A16 |
| rx09k | Stylus AT70 |
| 01 |  |
| 681 | Stylus VMB |
| 39 | Stylus BS. |
| , | Stylus ESR |
| HR42V | Stylus BSR ST 10 ............... $£ 1.85$ |
| HR45Y | Stylus BSR ST |
|  | Styus ESR ST17 |
| R74 | Stylus ESR ST21 |
| HR75S | stylus Dacca |
| X11m | Strus Dual DN201...........c5.50 |
| x12N | Stylus Gorrard Ga150 ......¢10 |
|  |  |
|  | Stilus Dilor |
| HR48C | Stylus D110SR |
| H2490 | Stylus D120SR .................E2.45 |
| HR78K | Stylus Hitachi S |
| HR79L | Stylus Hrachi ST |
|  | Stylus Hitachi ST10 |
|  | Stylus JVC DT21S. |
| [054] | Stylus Victor DT33............ 4.95 |
| - Mx15R | Stylus J |
|  |  |
|  | Stylus NP EP |
|  | Styus NP EPS52 .............. 4.95 |
| Yx16S | Stylus NP EPS53 |
|  | Sylus Philip AC3 |
| HR87U | Sty Philips GP200DD .........E1.85 |
| W | Stylus Philips GP205.........E1.25 |
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| R90x | Styl Philips GP400.............E5. 10 |
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| $v$ | HV Res 1M.33M..................120 |
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| Blgau | Constantan 28 swg............ $\mathbf{E 3 . 3 5}$ |
|  | Resnet 100R .....................85p |
| ri3p | Resnot 220R ....................... 850 |
| m140 | Resnet 470R -......................85p |
| YY15R | Resnot 1k.......................... 85 p |
| YY16S | Resnet 2k2 - .-.....................85p |
| W17T | Resnet 4k7...n.,..................... 850 |
| misu | Resnem 10k........................85p |
| W19y | Resnot 22k............................85p |
| W20w | Resnet 47k.........................85p |
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| WP52G | Hor S-Min Prest 100R ........10p |
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| WR57M | Hor S.Min Prest 4k7 ............100 |
| WRS5N | Hor S.Min Prest 10k .......... 100 |
| WR59P | Hor S.Min Prest 22K.........10p |
| WR600 | Hor S.Min Prest 47k ...........10p |
|  | Hor S.Min 100k...............10p |
| WR62S |  |
| WR63T | Hor S.Min Prest 470k .........100 |
| WR64U | Hor S.Min Preses 1M.........10p |
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| WR69A | Vri S.Min Prest 2 k 2 |
| WR70M | Vris-Min Prest $467 \ldots$ |
| WR71N | Vrt S.Min Prest 10k |
| WR72P | Vrt S.Min Prest 22 k |
| WR730 | Vri S.Min Prest 47k |
| WR7AR | Vri S.Min Prest 100k. |
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| WR85G | Hor Skeletion 22k...............26p |
| WRB6 | Hor Skeicton 47k .................26D |
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## RESISTOR


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| FW6 | Sw Pot Los |
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| FW67X | Sw Pot Log 220k |
| PW6 | Sw Pot Log 470 |
| FW69A | Sw Pot Lot 1 M |
| FW7OM | Sw Pot Los 2 M 2 |
| FW50 | W/W Pot 10R |
| FW51F | W/W Pot 20 R |
| Fw52G | W/W Pot 50R |
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| FW730 | W/W Pot 500R |
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| FX34M | Slide Pot LIn 25k |
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| FX375 | Slide Pox Lin 250k |
| FX38R | Slide Pot Lin 500k |
| FX53H | Slide Pot Log 5k |
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| Fx21X | Thermistor VA105s |  |
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| Ex22 | Thermistor VALO5 |  |
| Fx42V | Thermistor VA1066S |  |
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| ¢8030 | AC128. |  |
| ¢ $0^{\text {P04E }}$ | AC141 |  |
|  | AC142 |  |
| ${ }^{\text {c }}$ 806G | AC176 |  |
| 88074 | AC187 |  |
| ¢808J | AC188 |  |
| ¢010 | ACY19 |  |
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| 8 Bl 2 N | ACY21 |  |
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| 8L31) | AD149 | C1.35 |
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by R. A. Penfold
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## Understanding Automotive

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by W. B. Ribbens \& N. P. Mansour (Texas Instruments Data Library) Many automotive functions are now being controlled electronically. Engine performance with good fuel eco-
nomy and low exhaust emissions, cruise control, digital panel, displays - even speech synthesis products are just a few of the practical applications of automotive electronics. This book explains in detail many of the applications of electronics in cars. 1982. 288 pages. $210 \times 134 \mathrm{~mm}$. Illustrated.
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## The Art of Programming The 1K $\mathbf{2 \times 8 1}$

 by M. James \& S. M. GeeThe book shows you how to use the features of the $\mathbf{Z X 8 1}$ in programs that fit into the 1 K machine. The book covers random number generation graphics, moving graphics, PEEK and POKE, the ZX81 timer, and strings and words. There are several ready to-run programs and plenty of hints and tips to help you get even more out of your 1K ZX81.
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## Advanced 6502 Interfacing

by John M. Holland
For anyone interested in robotics and computer control, here is a collection of design techniques and actual circuits that can be used or adapted to virtually any situation. Thoroughly covered are input and output por design, serial communications, tim ing and timers, A/D and D/A conversion, data acquisition and closedlop control. Though offering advanced solutions to some rather complex and perplexing problems, it is written in an easy-to-understand manner, with clear explanations of circuit applications and operation for those looking for new ideas.
1982. 192 pages. $216 \times 134 \mathrm{~mm}$. Illustrated.
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Beyond Games: Systems Software For Your 6502 Personal Computer by Ken Skier
Use your 6502 -based personal computer for more than games! This book, for Apple, Atari, Ohio Scien. tific and PET, presents a guided tour to your computer. It moves through a fast, but surprisingly complete course in assembly language programming. Having mastered these fundamentals, the reader is introduced to many useful subroutines and programming tools, such as screen utilities, print utilities, a machine language monitor, a hexadecimal dump tool, a disassembler and a simple screen-based text editor.
1981.438 pages. $232 \times 186 \mathrm{~mm}$. Illu. strated.
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30-Hour BASIC (ZX81 Edition) by Clive Prigmore, Richard Freeman and Robert Horvath
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1982. 228 pages. $210 \times 148 \mathrm{~mm}$. Illustrated in 2 colours.
Order As WA42V (30-Hour Basic) Price £6.50NV

## Practical Programs (for the BBC Com-

 puter \& Acorn Atom)by David Johnson-Davies
The programs in this book illustrate many of the features of the BBC computer and its close relative, the Acorn Atom. They include games, language manipulation, mathematics and sophisticated graphics. Users of the book are encouraged to understand how the programs work so each program is explained in great detail. The programs are listed in both BBC Computer and Acorn Atom formats.
1982. 120 pages. $210 \times 148 \mathrm{~mm}$. Illustrated.
Order As WA43W (Book JW414)
Price £6.95NV

## Games For The Atari

by S. Roberts
The book contains a BASIC listing for eight games and a machine code listing for one large game, Gunfight. The book also provides hints and tips for programming your own games. Screen movements are covered along with overlap detection, programming the joystick, sound features and ANTIC. The GTIA, display list inter. rupts and character set redefinition are also described.
1982. 128 pages. $208 \times 136 \mathrm{~mm}$. Illustrated.
Order As WA47B (Games For The Atari)

Price £4.45 NV

## Atari Sound and Graphics

by Herb Moore, Judy Lower and Bob Albrecht
A crystal clear guide to the vast creative possibilities of artistic programming to owners of the Atari 400 or 800 , the most visually advanced personal computers on the market. With this self-teaching guide you'll learn how to compose and play melodies, draw cartoons, create sound effects and games and progress to more sophisticated artistic programming.
1982. 240 pages. $252 \times 170 \mathrm{~mm}$. Illustrated.
Order As WA39N (Book JW593)
Price £8.25NV

## Your Atari Computer

by Lon Poole with Martin McNiff \& Steven Cook
Here's an invaluable all-in-one guide for Atari 400/800 computer users. The authors provide complete operating instructions and troubleshooting tips on hardware, peripherals and compatible software. Two chapters are devoted solely to the superb Atari graphics capabilities. For beginners there is a tutorial in Atari BASIC plus instructions for use of colour graphics and sound. The book has a comprehensive reference of BASIC statements and functions.
1982. 464 pages. $234 \times 164 \mathrm{~mm}$ lliustrated
Order As WA40T (Your Atari Com. puter)

Price £13.45NV

Atari Computer Operating System User's Manual and Hardware

## Manual.

This comprehensive loose-leaf book, covers the operating system of the Atari 400 and 800 in great depth. It also describes the hardware and hardware registers at a highly technical level. There are memory maps and complete circuit diagrams of the computer.
1981. 356 pages. $282 \times 196 \mathrm{~mm}$. Illustrated.
Order As WA46A (Opsys Users
Manul)
Price £16.95NV

## De Re Atari

This book is essential for the serious pro. grammer using the Atari 400 or 800 , and unlocks the full amazing possibilities of these incredible machines. De Re (Day Ray) is Latin for 'All About' and this book is precisely that: All About Atari.
The book describes Atari's second micro processor, ANTIC which controls the TV display and whose program is a Display T. dispiay and whose program is a Display List build your own Display List and thus directly create pictures on your TV set instantan cously. The colour registers and character sets are discussed, there is a whole section en Player Missile Graphics that permits rea high.speed arcade.type graphics on your TV set and the powerful potential of Display Lis set and ine powertulporter is of Display Lis he amazies scrolling detai Atari are described propabilities of the described that allow the TV set to appear to described show showing a small portion to picture or map for sampe By just using a pictreck the window can be made using a ysick tilly, vertically and diagonaly over the map smoothly, without steps or flickers. the Apri has tour separ steps or fickers. The atari has four separale sound gene talors each how se requency register degulating the ulume and the noise cogister regulainations are shown aille co vent several options are shown alrowing you to set alternate modes of choose clack bases, set alernite modes operave and polynomiol counters aper your programs. System the Disk ooerating System and the BASIC interpreter showin Sow and the ancher the book ing scheme operacs. .is bor opens oor to the -ras

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things that are happening in microcomputers at the same time.
In particular we extend a warm welcome to everyone to visit our stand to see some of the spectacular new software titles we have on offer.
The show is open on Thursday, Friday, Saturday and Sunday, the 9th to the 12th of September 1982 and we look forward to meeting you there.

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A VIC20 computer could be yours for just £19.99 down and £20 per month for nine months.

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# THE 8-DIGIT FREOUENCY COUNTER 

by Chris Barlow

## * Ranges from 100 Hz to 500 MHz <br> * Mains or 12V DC operation <br> * Clear 8-digit display <br> * Easy to build - only two interconnecting wires

This frequency counter offers a superior specification for the first time in kit form. The design is based on the Intersil ICM7216D, and includes electronically switched ranges for greater reliability and ease of construction. Provision has been made for possible future extensions, so this kit can be considered truly flexible.

The integrated circuits used are of an extremely advanced and sophisti-
cated design, including CMOS, ECL, and Schottky TTL. The display uses multiplexed large red 7 -segment LEDs for easy viewing. The functions and ranges are selected by computer-style key switches, and displayed on rows of different coloured LEDS. The input is a single BNC socket, and is switched automatically to the correct input amplifier. The counter will run off either an internal or an external reference oscil-
lator, of either 1 MHz or 10 MHz (programmable). The power supplies are fuse protected on both DC and AC inputs.

## The Frequency Counter

ICl (ICM7216D) has multiplexed inputs for function and range select. It also has its own internal reference


Figure 1. Block schematic of counter.


Figure 2. Frequency counter and decimal point logic counter.

oscillator, as well as provision for an external oscillator input (pin 24). Its internal oscillator is controlled by either a 10 MHz or a 1 MHz crystal. A 10 MHz crystal is supplied with the kit. Please note that if you wish to use the 1 MHz option, LKA on the PCB must be fitted. The crystal frequency is set by VCl . The setting of VC1 will determine the accuracy of the displayed frequency, and care should be taken in making this adjustment. ICl provides the digit and segment drive for the 8 -digit 7 -segment displays. The digit drive multiplex signal is also used in the function and gate time selects circuits, to control the function and range inputs of IC1. Pin 2 of ICl provides a gated signal output, which is fed to pin 3 of SK1, for possible future expansion to the system.

## The Decimal Point

ICs 2 and 3 (CMOS 4051 and 4008) control the position of the decimal point. This is calculated by looking at the input range and gate time settings. The decimal point occurs at the transitional point between MHz and 100 s kHz , except for the 10 s gate time on L.F. range, where the decimal point occurs between Hz and tenths of Hz .

## The Gate Time Function

This uses the CMOS 4093 (IC11) and 4017 (IC5) to select the gate times. The 4017 controls the CMOS bilateral switch CMOS 4016 (IC4). This selects the appropriate multiplex data line, which controls the range input (pin 14 of IC1). ICs 9 and 10 are the LED drivers for the four LEDs used in the display.

## The Function Circuit

This is almost identical in operation to the Gate Time Circuit, but the multiplex data selected is fed to the control pin of IC1 (pin 1). In addition, the function circuit feeds signals to the input select, gate time select, and +10 V control circuits. This disables the input select and gate time select in every mode except COUNT, also the +10 V control is shut down in the DISPLAY OFF mode. A hold signal is generated in the function circuit which is fed to pin 27 of IC1, so that the frequency displayed can be stored for as long as is required. The display LEDs are driven by IC10 (CMOS 4049).

## The Input Range Select Circuit

This functions similarly to the previous two, but features the control of Schottky TTL gates, which select either direct frequency, divide by ten, or divide by a hundred ranges. This is necessary because the maximum frequency that ICl can handle is 10 MHz , therefore, for HF and UHF, division of the input signal is necessary. IC13 is the divide by ten chip used for HF and UHF ranges. In the UHF mode the
prescaler IC14 divides by ten, which is then fed into IC13, making a total division of one hundred. IC9 drives the display LEDs.

## The UHF Input Amplifier/Prescaler

The UHF input stage uses a ZTX326 (TR3) broad band, high frequency amplifier in the common base mode. The UHF signal is fed to TR3 via the input relay circuit. It is then fed to the input pins (15 and 16) of IC14. The IC divides the signal by a factor of ten, and the signal is then fed to the input select circuit.

## The LF/HF Amplifier <br> The input to the amplifier is a FET

 source follower, TR5, to provide a high input impedance. This feeds the signal into pin 5 of IC16, a three stage broadband amplifier. The output on pin 15 is a 1 V peak-to-peak signal, which is fed to the base of TR4. This then converts the signal into a TTL switching level, which is fed to pin 1 of IC15. This provides a clean switching waveform to drive the input select circuit. The output is on pin 8.
## Power Supply and Relay Control

This consists of a standard transformer/bridge rectifier network, which provides an unregulated 12 V supply for the CMOS circuits. REG 1 is a $+5 \mathrm{~V}, 1 / 2 \mathrm{~A}$ regulator, and has a 1 N4148 diode in its common return to increase the output voltage to +5.6 V . This gives a brighter display and more reliable TTL switching. The 10 V controlled output feeds the display LEDs on GATE TIME and INPUT ranges. The IOV is shut down in the DISPLAY BLANK mode, by ICll controlling TR1. The relay RLA is controlled by TR2/IC9, and is active when UHF is selected. The relay controls the voltage and signal feed to either the LF/HF amplifier, or the UHF input amplifier/prescaler.

## The Input Protection Circuit

This provides DC isolation to 500 V , and $A C$ protection up to a 5 V peak-to-peak signal. This is achieved with limiting diodes and DC isolation capacitors on the input.

## Construction

This project has been designed to fit into the aluminium instrument case XY45Y. Holes have to be drilled for the transformer, regulator, mains input socket, and fuse, as they are all mounted on the back of the box. Holes also have to be drilled to allow access to the PCB mounted power connector and auxiliary socket. The front of the case requires holes drilling for the BNC input socket, the three key switches, the


Figure 3. Function select circuit.


Figure 4. Gate time circuit.


Figure 5. Input select circuit.
three rows of LEDs, and a rectangular window needs cutting for the display. The holes are already provided on the bottom of the box to fit the main PCB on $1 / 8^{\prime \prime} 6$ BA spacers. The CMOS ICs are all provided with sockets, and care should be taken when handling these devices.

## The Main PCB

First, fit all track pins, making sure
that they are all soldered on both sides. Then insert and solder the Vero pins into their correct positions, and fit all resistors and diodes, including BR1, checking for correct polarity on all the diodes.

Fit the two PDB mounting connectors and the fuse clips. Fit all capacitors, including VCl. Make sure that all the electrolytics and tantalums are
correctly polarised. Fit the relay RLA and all IC sockets. These are only provided for CMOS ICs. Sockets should not be fitted to the ECL and TTL devices, as these can operate at frequencies that make the use of sockets undesir. able. Fit the transistors, including the input FET, and solder the regulator into a position enabling it to be bolted to the back panel when the PCB is fitted into the case. Fit the crystal, taking care not to overheat this component. Clean the underside of the PCB, and check soldering for possible dry joints etc.

## The Display PCB

Fit all track pins. Fit all 7-segment displays, ensuring correct orientation with markings towards the bottom of the board. Fit all display LEDs, and then the three push switches as shown in Figure 10. Check your soldering!

## Fitting the Display PCB to the Main Board

The display PCB must be mounted at an angle of 90 degrees to the main board, and the bottom edge must run parallel to the front edge of the main PCB. Solder the inter-PCB connecting links to the main board.

All CMOS chips with the exception of ICl should now be fitted. Normal CMOS precautions should be observed. Fit the BNC socket and glue the red filter to the front panel (as shown in Figure 11). The main PCB should now be tested (see the setting up procedure). After testing, mount the PCB with spacers (Figure 11), and bolt the regulator (using the mica washer), the mains transformer, the fuseholder, and the mains input socket to the back panel (Figure 12), and wire up as shown. Fit the capacitors to the back of the BNC socket as shown in Figure 11.


Figure 6. LF/HF input circuit.

## Setting Up

Before fitting into the case, the voltage regulator and CMOS control logic can be tested. A 12 V DC supply is needed. This can be a battery, C.B. power supply, or similar. Fit a meter capable of reading 1 A fsd across the PCB fuseclips, with the negative lead on the side of the fuseclip which connects to the anode of D3. Fit a tem: porary heatsink (e.g. a croc clip) to the metal tab of the regulator. Connect the 12 V supply via the PCB mounted power input socket. A current of no more than 200 mA should be observed. If there is more than 200ma, disconnect immediately and check the construction. If there is zero current, you may have incorrect polarity on the power supply. If all is correct the bottom LED in each row should be lit, but none of the 7 . segment displays. Press each switch in turn, and check that the LEDs illuminate in sequence. The function should be kept in COUNT mode whilst checking the ranges. When the function is in any mode other than COUNT, the other two switches should have no effect. In 'DISPLAY OFF' mode, the range LEDs will extinguish. Remove the meter and replace the fuse FS2. The regulator output should now be measured, using a voltmeter connected with the negative lead to 0 V , and the positive lead to test point 1 . A reading of approximately 5.5 V should be obtained. Ensure that there is no DC present on pins 1,13 , and 14 of ICl holder, and that when the function is on HOLD, there should not be more than 6 V on pin 27 . Remove the power and carefully insert IC1. Re-apply the power and a display should be visible, as


Figure 7. UHF input and relay circuit.



Figure 8. Power supply circuit.


Figure 9. Display circuit.

MAIN PARTS LIST
Resistors: All $1 / 3 W 5 \%$ Carbon unless specified.


A complete kit of parts is available for this project including anattractive printed and punched adhesive aluminium front panel.
Order As LW79L (Frequency Counter Kit) Price $£ 85.00$


Figure 10. Mounting of switches and LEDs.


Figure 12. Back panel assembly.


Figure 11. Suggested assembly.



2TX326


UA78MO5UC


Figure 14. Pin designations.

Figure 13. Display conditions.
shown in Figure 13a. Switch through the ranges, and check that the display varies as in Figures 13b to 13h. At this stage the counter is fully working, and frequency measurement is possible.

When the function is in the TEST position, no more than 320 mA should be drawn from the DC supply. The counter should now be assembled as described in Construction Details, and the AC feed wires should be connected to the PCB.

Plug in the mains, and check that all functions are correct as before. A DC voltage measurement should be taken between OV and TP2. Not more than +15 V , and not less than +11 V should be present. The trimming capacitor VCl should be adjusted for correct reading using an input of known frequency.

## NEW MAPLIN CATALOGUE

The new Maplin Catalogue for 1983 will be published in November 1982. Expanded to 384 pages, the new catalogue contains hundreds of interesting new lines, an enlarged Computing section and a new section titled Communications.
As always, the whole catalogue is completely rewritten and updated where necessary, and forms a superb reference book for the home constructor. This is the only book every home constructor must have. And it's an incredible best-seller. Our 1981 cata. logue has now sold well over 160,000 copies. Our new catalogue will be available at the Electronics Hobbies Fair at the Alexandra Pavilion from 18 th to 21 st November; it will be available in all branches of W.H. Smith by 19th November and mail-ordered copies will be posted out on the 30th November.

Prices are as follows:
Electronics Hobbies Fair £1
W.H. Smith and Maplin shops £1.25
Mail Order:
UK
£1.50
Europe surface mail
Europe air mail
$£ 1.90$ £3.06
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For surface mail anywhere in the world you can send ten International Reply Coupons.
LOOK OUT FOR THE NEW MAPLIN CATA. LOGUE. Place your order with W. H. Smith or Maplin NOW!

# The Electronics Hobbies Fair 

An exciting new electronics show is being launched in November this year. The Electronics Hobbies Fair will be at the new Alexandra Pavilion from the 18th to the 21 st of November 1982.
The Alexandra Pavilion is a brand new exhibition hall that offers the best possible modern facilities. There are three cafes and two bars and the superb natural lighting and air conditioning make strolling around the exhibition a pleasure. And you can bring the whole family - there's even a baby changing room!

## Getting There

Getting to the exhibition will be really easy too. The organisers have laid on a shuttle bus service that will run regularly from Alexandra Palace British Rail station to the Pavilion. The BR station is right alongside Alexandra Palace Underground station (by the way this station used to be called Wood Green - and probably still is on most maps). If you come by car there is lots of FREE car parking space in Alexandra Palace park and a free shuttle bus service will run from the car park through the grounds to the Pavilion. The fair is being sponsored by 'Practical Electronics', 'Practical Wireless' and 'Everyday Electronics' who are arranging lots of special extras. There will be special discounts for those travelling by British Rail and full details will be given in all three magazines in their October or November issues. In addition there will be lots of special exhibits and demonstrations as well as some fascinating items that you will be able to operate. Unfortunately we can't be more specific at this time, but we can assure you that there will be lots of things to do.


## The MAPLIN Stand

Maplin's own big stand at the exhibition will be split into three sections. The first section will be a display of the amazing Atari computers. We will have a whole bank of computers and TV sets, each set running a different piece of software and you will be able to play with them yourself or just stand back and watch. We will also be demonstrating the VIC20 computers.
The second section will be an active display of the best of our projects. Our 2X81 keyboard will be connected up so that you can try it out, and you will also be able to play with our new telephone exchange, the frequency counter, the stereo amp with its remote control unit, and the Matinee organ. You will also be able to see lots of our other projects including the digital model train controller, the burglar alarm and all the peripherals so far described for it, the
universal timer, the stopwatch, the comboamp, the modem, the super-fast ni-cad charger, the inverter, the 5600S and 3800 synthesisers, the Spectrum synthesiser and the touch-sensitive piano.
The final section of the stand will be dedicated the new Maplin catalogue. This fantastic new catalogue for 1983 contains nearly 400 pages of useful information. By post, the catalogue will be $£ 1.50$ and from all branches of W.H. Smith it will cost $£ 1.25$. But for the Electronics Hobbies Fair only, the price will be just $£ 1$. Renowned as the very best electronics catalogue in the country, £1 for nearly 400 pages is outstanding value for money.
So whether your main interest is electronics, amateur radio, radio control, practical hi-fi or CB this is the only show in the year for you. The Electronics Hobbies Fair is going to be a great day out for you and the whole family. Don't miss it !

## Prices and Times

Entrance to the exhibition will be $£ 2$ for adults and $£ 1$ for children, OAP's and parties. However, vouchers will be printed in the monthly magazines 'PE', 'PW' and 'EE' in the near future that will allow you 50 p off the entrance fee. The exhibition will be open from 10 a.m. to 6 p.m. on Thursday, Friday and Saturday and from 10 a.m. to 5 p.m. on Sunday.
The exhibition will cover electronics, computing, amateur radio, CB, practical hi-fi and radio control modelling. So there will be a part of the show dedicated to your particular interest.

## MAPLIN'S TOP TWENTY BOOKS

1. (-) De Re Atari (WG56L) (See note).
2. (2) 280 IC's Data Sheets (RQ54J) (Cat. P35).
3. (-) How To Identify Unmarked IC's by K. H. Recorr (WG87U) (See note).
4. (1) Atari Basic - Learning By Using by T. E. Rowley (WG55K) (See note).
5. (5) Power Supply Projects by R. A. Penfold (XW52G) (Cat. P29).
6. (19) Newnes Radio And Electronics Engineers' Pocket Book (RL06G) (Cat. P24).
7. (-) The 6809 Companion by M. James (WG88V) (See note).
8. (8) Programming The 6502 by Rodnay Zaks (XW80B) (Cat. P35).
9. (12) IC555 Projects by E. A. Parr (LY04E) (Cat. P27).
10. (6) Electronic Synthesiser Projects by M. K. Berry (XW68Y) (Cat. P33).
11. (3) Towers' International Transistor Selector Update 2 by T. D. Towers (RR39N) (Cat. P25).
12. (7) Remote Control Projects by Owen Bishop (XW39N) (Cat. P29).
13. (-) Cost Effective Projects Around The Home by John Watson (XW30H) (Cat. P28).
14. (-) Projects For The Car And Garage by Graham Bishop (XW31J) (Cat. P23).
15. (-) The TTL Data Book (WA14Q) (See note).
16. (-) Practical Repair And Renovation Of Colour TV's by Chas. E. Miller (RH27E) (Cat. P32).
17. (-) How To Use Op-Amps by E. A. Parr (WA29G) (See note).
18. (-) Popular Electronic Circuits Book 2 by R. A. Penfold (WG86T) (See note).
19. (10) How To Make Walkie-Talkies by F. G. Rayer (RF18U) (Cat. P30).
20. (14) CB Projects by R. A. Penfold (WG73Q) (See note).

Note. For prices see page 36 of this magazine. Full details of books WG55K and WG73Q were published in issue 1 of this magazine, details of books WA14Q, WA29G, WG86T, WG87U and WG88V were published in issue 3 and WG56L is described in this issue.

These are our top twenty best-selling books based on mail-order and shop sales during May, June and July 1982. Our own publica. tions and magazines are not included. We stock over 375 different books relating to electronics or computing and the full range is shown on pages 23 to 37 of our 1981/2 catalogue plus page 37 in this magazine and the new books described in this magazine.

# STARTING POINT 

by R. Penfold

## Introducing the fundamentals of electronics for the constructor.

## Inductance

An inductor is one of the most simple types of electronic component, and even a short piece of wire acts as an inductor having a very low value. However, most practical inductors are in the form of a coil of wire wound on a special core that gives a high value for the length of wire used. In theory an inductor is assumed to have zero resistance, but practical inductors do, of course, have significant resistances. It is for this reason that special cores which enable a minimal length of wire to be used for a given inductance are an asset, since the shorter the length of wire used, the lower the resistance of the component. Even so, high value R.F. inductors (or "chokes" as they are often called) are usually wound using a considerable length of thin wire, and consequently have a resistance of a few tens or even hundreds of ohms.

Although an inductor allows a D.C. signal to pass readily, the situation is very different if an inductor is fed with an A.C. signal. As we saw in an earlier "Starting Point" article, a magnetic field is generated around a piece of wire if it is fed with an electric current, and an electric current is generated in a wire if it is placed in a magnetic field of varying strength. These two effects are used in a transformer to couple an A.C. signal from one winding to another.

With a simple inductor fed with an A.C. signal it is not the effect of the generated magnetic field on another inductor that is of importance, it is the effect of this magnetic field on the inductor which receives the signal that is of interest. One might reasonably expect the magnetic field produced to either generate a signal within the inductor that aids the input signal, or opposes it, and in practice the polarity of the magnetic field is such that it opposes the input signal.

If a voltage source is applied to an inductor the current flow gradually increases, and (for a theoretically perfect inductor) is only limited ultimately by maximum current that the signal source can provide. Inductarıce is specified in "henrys", and a change in current flow of one amp per second is produced when one volt is applied to a one henry inductance. As one henry is an extremely high inductance value most practical inductors, have their value specified in millihenrys $(\mathrm{mH})$ or microhenrys (uH). A millihenry is one thousandth of a henry, and a microhenry is one millionth of a henry.

Like a capacitor an inductor has reactance, and it is this property that is exploited in electronic circuits, and it is unusual for an inductor to be used in a timing circuit as capacitors are usually much more convenient in such applications. It is important to realise that capacitive inductance and inductive reactance are very different. The reactance of a capacitor falls as the input 48

figure 1(a). A single section L - R low pass filter, (b) a single section high pass L-R filter.
frequency is increased, whereas the reactance of an inductor increases as the frequency of the applied signal is raised. As a capacitor has a very high resistance and an inductor has an extremely low resistance, these two types of component are complementary to each other rather than true alternatives, and are definitely not direct substitutes for one another.

Reactance rising with increased frequency is caused by the limiting effect the inductance has on changes in current flow. With a very low input frequency the current flow would rise and fall very slowly anyway, but with a high input frequency even quite a modest inductance value will severely limit changes in current flow and provide a difficult path for the signal to negotiate. The greater the inductance of a component, the more it opposes changes in current flow, and the higher its reactance at any given fre quency.

## Filters

Simple filters using capacitors were discussed in an earlier "Starting Point" article, and inductors can be used in similar filters. Figure 1(a) shows the circuit of a simple L-R low pass filter, and Figure 1 (b) gives the circuit of a simple high pass $L-R$ filter. These diagrams also show the circuit symbol for an air cored inductor. Figure 2 shows the circuit symbols for iron cored and adjustable inductors.

Operation of these two filters is quite straight forward, and if we consider the low pass type first, at low frequencies L1 will have a reactance which is low in comparison


Figure 2(a). The circuit symbol for an iron or ferrite cored inductor, (b) the circuit symbol for a variable inductance with an adjustable iron or ferrite core.
to the resistance of R1. The losses through Ll due to a potential divider action are consequently very low. At higher frequencies the reactance of L 1 is higher, and at some point losses through Ll start to rise to significant proportions. A doubling of frequency causes a doubling in the reactance of an inductor, and this gives a single stage $L-R$ filter an ultimate attenuation rate of 6 dB per octave (i.e. a doubling of input frequency causes the output signal to be reduced by $50 \%$ ). This is the same roll-off rate as that obtained using a simple C-R filter.

The high pass filter operates in the same basic way, except that it is at high frequencies where the reactance of Ll is high that low losses are produced, and at low frequencies where Ll has a low reactance that large losses are produced through R1.

figure 3(a). An L-C low pass filter, (b) an L-C high pass filter.

Like the low pass filter, the high pass one has a 6 dB per octave attenuation rate.

It is possible to use both capacitors and inductors in filters to give an increased roll off rate, and Figure 3(a) shows the circuit of a simple L-C low pass filter which uses one capacitor and a single inductor. The equivalent high pass filter circuit is provided in Figure 3(b).

With these filters there is not just the attenuation provided by the doubling in the reactance of the inductor with a doubling of the input frequency, but also an attendant halving in the reactance of the capacitor. This gives a roll-off rate of 12 dB per octave, with a doubling or halving of frequency (as appropriate for the type of filter) giving a $75 \%$ reduction in the amplitude of the output signal.

L-C filters are much used in cross-over networks in loudspeaker systems, and it is quite common for high pass and low pass filters to be connected in series to give a simple bandpass filter which directs middle audio frequencies to the appropriate drive unit. It is also quite common for L-C filters to be employed in transmitters and receivers to prevent R.F. signals breaking through to parts of the circuit where they could cause instability. Another application for L - C filters is at the output of transmitters where a low pass type can reduce harmonics which could otherwise cause radio and T.V. interference. However, in most other applications C - R filters are used.

The reactance of an inductor can be calculated using the following formula:-

## $X L=2 \pi \mathrm{FL}$

## Parallel Tuned Circuit

A parallel tuned circuit simply consists of a capacitor and an inductor connected in parallel, as shown in Figure 4. At most frequencies this arrangement has a fairly low reactance with the capacitor providing


Figure 4. A parallel tuned circuit.
an easy signal path at high frequencies and the inductor providing a low reactance path at low frequencies. At a certain frequency though, the reactance of a parallel tuned circuits peaks at a very high level, and in theory there is actually infinite reactance at this "resonant frequency" as it is known. The resonant frequency is the one at which the inductor and capacitor have the same reactance value.

If we assume that the capacitor is given a charge, when the signal source is removed the capacitor will discharge into the inductor so that a new magnetic field builds up. When the capacitor has discharged, the magnetic field collapses and produces a voltage in the inductor. This voltage is of opposite polarity to the original input signal, and it charges up the capacitor. The capacitor then discharges into the inductor again, and this process continues indefinitely with an A.C. signal at the resonant frequency being produced across the tuned circuit.

In practice the oscillations do in fact rapidly die away due to losses caused by factors such as resistance in the wire used in the winding of the inductor, and leakage September 1982 Maplin Magazine
through the capacitor. In theory any signal fed into the tuned circuit remains in the tuned circuit so that no output is obtained if the circuit is inserted in a signal path, and the tuned circuit has infinite reactance. A practical tuned circuit will obviously not achieve this, but may still have a reactance of a few hundred kilohms or more.

Parallel tuned circuits are often used as bandpass filters, especially in radio equipment where only small and inexpensive inductors are required. The operating frequency of a filter of this type is easily varied by using a variable capacitor in the tuned circuit, or by adjusting the core of a variable inductance (the latter being known as permeability tuning). A filter of this type is thus ideal for use in the tuning circuits of radio receivers.

The basic method of using a parallet tuned circuit as a bandpass filter is shown in Figure 5. The input signal is provided by a


Figure 5. A parallel tuned circuit used as a band. pass filter.
fairly high impedance source, so that at most frequencies the low impedance of the filter seriously loads the source and gives little output. At and near the resonant frequency of the tuned circuit there is no significant loading of the signal source due to the very high reactance of the tuned circuit, and the signal can pass through to the output. A high impedance load must be present at the output since this is in parallel with the tuned circuit, and a low impedance here would effectively eliminate the high impedance of the tuned circuit at resonance and give very poor results. It is possible to use a filter of this type with a low impedance source and load if the tuned circuit is used as part of a transformer, and one method of doing this is illustrated in Figure 6. Another method is to


Figure 6. A low impedance bandpass filter using a tuned circuit.
use the tuned circuit as a single wound transformer with the input and output sig. nals connected to tappings on the inductor.

## Series Tuned Circuit

There is an alternative type of tuned circuit known as the "series tuned circuit", and as one might expect, this simply consists of an inductor and a capacitor wired in series instead of in parallel (see Figure 7). This provides a low impedance at most frequencies, like a parallel type, but at


Figure 7. A series tuned circuit.
resonance it theoretically has zero impedance rather than an infinite impedance.

This type of tuned circuit is not as useful in practical applications as the parallel type, and it is not often encountered in electronic circuits.

The formula for calculating resonant frequency is the same for both the parallel and series types, and is as follows:-

$$
f=\frac{1}{2 \pi \sqrt{ }(L C)}
$$



Figure 8. A low $Q$ tuned circuit (a) gives a flatter

## Q Factor

Although no practical tuned circuits quite achieve theoretical perfection, some are closer to this than others. The efficiency of a tuned circuit is known as its " $Q$ ", and the higher the $Q$ value the more efficient the tuned circuit. The $Q$ value is very important when a tuned circuit is used as a bandpass filter since it has a very large effect on the frequency response obtained.

A low $Q$ tends to give a very "flat" response of the type shown in "a" of Figure 8. A high Q gives a very "sharp" response of the type shown in "b" of Figure 8. In order to obtain a reasonably high Q it is necessary for the inductor to be wound on a special core (usually made from a ferrite material) which gives a high inductance value for a winding of a given size, and sometimes special wire such as "Litz" wire is used in the winding. Litz wire is basically just a number of thin enamelled copper wires held together by a cotton covering. Radio frequency signals tend to flow down the outer part of wires and not along the centre of the wire, and this is known as the "skin effect". Litz wire gives a greater surface area and therefore a lower resistance than single strand wire of a comparable thickness, and thus gives higher $Q$ in R.F. tuned circuits (but is of no benefit at low frequencies).

In some applications it is not possible to produce normal tuned circuits of sufficiently high $Q$, and it is then necessary to use alternatives such as crystal or mechanical filters which have similar electrical characteristics to ordinary L - C tuned filters, but are in other respects very different.

# THEULTRASONIC INTRUDER DETECTOR <br> by Dave Goodman 

## * Range up to 20 feet ( 400 sq. ft. area)

* Adjustable sensitivity
* Direct connection to the Maplin Home Security System via our ultrasonic interface plug-in module
Single PCB construction with no setting up required * Up to three may be used on any Maplin Home Security System

T
he new ultrasonic intruder detector is a worthwhile addition to your Maplin Home Security System. It will function over a much wider area than conventional switch contacts, it is highly portable, can be used almost
anywhere, and can offer total security of a fairly large room.

The ultrasonic detector works on the Doppler Effect Principle (see issue 3, page 7), which in this case means transmission of a 40 kHz carrier signal,
and reception of the fundamental carrier along with additional frequency shifted signals. These extra signals can vary in frequency by up to 200 Hz either side of the fundamental, and are quite small in amplitude. Several stages of


Figure 1. Circuit diagram of the Ulirasonic Transceiver.


Figure 2. Component layout of the Ultrasonic Transceiver.


Figure 3. Circuit diagram of the Ultrasonic Interface.
filtering are required to remove the carrier, spurious r.f., and mains interference. The remaining signals are amplified, and, if they are sufficiently large, the alarm will be triggered. The level of triggering is dependent on the sensitivity setting. In this design the transmitter and receiver are both September 1982 Maplin Magazine
mounted on the same PCB, along with their associated circuitry, and signals are 'bounced' around the room.

## The Transmitter

As an improvement over conventional systems, in which the oscillator may require many tedious hours of
alignment, we have designed a system in which the transducer determines the oscillator frequency, i.e. the circuit needs NO setting up at all.

The circuit TR4,5,6 and 7, allows the transducer to oscillate at its self-resonating point. C20 at switch-on-discharges through the transducer, causing it to resonate. The produced signal is amplified by TR6 and 7, and a constant current circuit comprising TR4, 5 and D4, allows the necessary feedback for sustained oscillation. From this it can be seen that the normal operating frequency becomes dependent on the transducer.

## The Receiver

Ultrasonic signals transmitted in an enclosed area will reflect and bounce off hard surfaces, and be absorbed by soft surfaces. A percentage of these signals (called nodes and anti-nodes) are reflected back at the receiver transducer. The transmitter and receiver being matched pairs means that the receiver has a greater affinity for signals transmitted by its partner than for those produced by anything else. Because we are dealing with audio signals, it is possible for low frequency signals of sufficient amplitude (e.g. the rumble of a lorry going past) to trigger the intruder system, so filtering is required. Tests have shown that beat frequencies of between 5 Hz and 100 Hz can be produced by objects moving through
the ultrasonic field. C 1 and C 2 remove unwanted r.f. signals present at the input of ICId. This stage has a gain of 300 , and high rejection of signals above the ultrasonic band. ICla amplifies the received ultrasonic signals only, and has a first order response. D1 allows only the positive portion of the signal through, and the carrier part of the signal is removed by C6/R7, leaving only the lower frequency content of the signal. IC1b amplifies all low frequency (I.f.) signals, also filtering any possible remaining high frequency (h.f.) content. R10/11/12 and C10/11 form a low pass filter, which only allows signals below 50 Hz to pass through to the final amplifying stage of IClc . We should now be looking (on pin 8) at what is a stable threshold voltage of about $+3 v$, modulated by I.f. signals of 5.50 Hz , and up to $5 v$ in amplitude.

The stage comprising TR1, RV1, and R16/17 determines the overall sensitivity of the receiver, with a range from unity to $\times 100$. Amplified signal peaks are coupled to the diode pump D2/3, C18, R19, so that when the voltage across C18 develops more than 0.7 v , sufficient current is produced to bias TR2 into conduction. LEDI illuminates. This has been included to give the user a means of visibly testing the circuit range and coverage (see setting-up procedure).

IC2a inverts and buffers the output from TR2. IC2c and IC2d form a monostable triggered by IC2a. IC2b is a control gate switching the 40 kHz carrier from the transmitter oscillator to TR3.

With the working system in a stable condition the 40 kHz carrier is coupled via R25 to the incoming supply rail. If the system is triggered the carrier is removed. Note that the supply rails connect to the burglar alarm via a plugin module (the $\mathrm{u} / \mathrm{s}$ interface PCB, GB01B).

A stand by battery (PP3-9V) is shown connected, positive terminal to pin 3, and negative terminal to pin 4. Charging or 'topping up' facilities have not been added to this part of the circuit, so periodical checks on battery conditions are advisable. Note that the battery will not be required when using the transceiver in conjunction with a u/s interface PCB and our Home Security System, although it will be necessary to increase the NiCad battery pack from 7.8 v to 9 v . This can be accomplished with a total of eight NiCads (1.2v nominal) and two 6 v battery holders (HF29G).

## Ultrasonic Interface PCB

This simple circuit identifies the carrier signals transmitted by the ultrasonics module. These signals appear between each 2 ms current pulse (used for powering the transceiver), and allows monitoring of the two wire supply connection.

ICla and b form a 500 Hz CMOS oscillator, and switch the buffer transistor TR2 at this rate. The regulator D1, TR1, applies 8.6 V d.c. to TR3, which is


Figure 4. Component layout of the Ultrasonic Interface.

pulsed on and off by TR2, producing an $8.6 \mathrm{~V}, 500 \mathrm{~Hz}$ signal across R10. This signal is rectified by D7 and C22 (figure 1 ) in the transceiver, producing 8.2 V on the positive rail.

ICld has a 500 Hz clock pulse on pin 13 , and an in-phase signal of 500 Hz on pin 12. The two signals cancel at the output, pin 11, producing an inverted trigger signal, which fires the burglar alarm. However, under normal conditions a carrier signal will be present across R10, appearing between each 2 ms pulse. R6, R9, D2, and C3 filter and limit this composite signal, and ICld output remains low. Either disconnection of the supply, or triggering the transceiver will remove the 2 ms 'carrier' from across R10, sending ICld output high ( +5 V ), and setting off the alarm.

## Constructional Details for Ultrasonic Intruder Detector

Refer to the parts list and figure (2). Mount D1 to D7 ensuring correct orien-


Figure 5. Pin Designations.
tation. Mount resistors R1 to R28, and capacitors C 1 to C 22 . Check that the electrolytics C14, C15, C17, C18 and C22, also tantalums C10, C11 and C19 are mounted with correct polarisation. Electrolytics are marked at the negative end but tantalums at the positive. Fit the I.C. sockets, and all transistors. TR1, TR6, and TR7 have their emitters marked with a pip on the case, and should line up with the legend marked on the PCB. If a metal case is used, it is important that the transducers do not touch the chassis. The transducers each have one pin connected directly to their case, and this pin should be connected to the hole marked $\downarrow$ (figure 2).

## Assembly of Ultrasonic Trigger

Observe the usual precautions when mounting components. Use an I.C. holder, for ICl , and double-check all solder joints. Plug the module into any channel on the main PCB of the Home Security System (issue 2, figure 5), and apply power. If you have a voltmeter, check across pins OV and I/P 1 on the main PCB. This should read approx. 5.0 V dc. Also the selected channel should trigger, and the monitoring LED will light.

## Setting Up

Set RV1 anti-clockwise. Connect a 9 V battery across pin 3 (positive) and pin 4 (negative). LED 1 should come on for a few seconds and then extinguish. Allow 30 seconds settling time, and then wave your hand about six inches away from the transducers. Response to movement should be indicated by LED 1 illuminating, and it should remain so for a few seconds. If there is no response, turn RV1 to approximately $1 / 4$ travel to increase sensitivity, and repeat check. If the LED now stays on, move away to a point where the LED is still visible, and keep completely still. After a few seconds the LED should go out. If the circuit still does not work, try dis. connecting the battery, and repeating the above checks. If all is satisfactory remove the battery and connect the transceiver to the Maplin Home

Security System main PCB.
Use either bell wire, or our 4-wire phone cable (XR66W) to connect the transceiver to the main PCB (burglar alarm). Pin 2 will connect to OV and Pin 1 will connect to I/P 1 .

Whatever channel is used for this project, ensure that a u/s interface module is plugged in to this position only.

At switch-on the burglar alarm channel LED will flash. Allow about a minute for the transceiver to stabilise. Turn the sensitivity control RV1 clockwise, to suit conditions, and set the key switch for 'ARM'. Don't forget to switch in the selected channel (switches 3 to 8 ).

If stand-by batteries are to be used, remove the mains supply, then reconnect. Check that the system does not trigger. If all is well, experiment with RV1 settings for optimum results before putting into service.

## Using Ultrasonics

The module is best placed in a corner of the room to be protected, preferably just below ceiling level, and inclined at an angle of 30 to 45 degrees downwards. Keep as far away as possible from windows, radiators, central heating thermostats, and telephones and bells. Remember that anything that moves (e.g. curtains, telephone bells) can set off the alarm, dependent on sensitivity. RV1 must now be adjusted for required sensitivity. Obviously, the more sensitive the system, the greater the possibility of false triggerings occurring. If areas greater than 400 square feet need covering, then two or more devices may be used. Note that each transceiver will draw 24 mA , and up to three may be used on one system, dependent on what else is connected to the system.


## ULTRASONIC TRANSCEIVER PARTS LIST

| Resistors: All $1 / 3 \mathrm{~W} 5 \%$ carbon |  |  |  |
| :---: | :---: | :---: | :---: |
| $\begin{array}{r} \text { R1,8,10-12 } \\ \text { inc, } 23,27 \end{array}$ | 10k | (7 off) | (M10K) |
| R2 | 1 k |  | (M1K) |
| R3 | 330 K |  | (M330K) |
| R4 | 3k9 |  | (M3K9) |
| R5 | 220k |  | (M220K) |
| R6 | 2k2 |  | (M2K2) |
| R7 | 47k |  | (M47K) |
| R9,13,22 | 1M | (3 off) | (M1M) |
| R14,15,19 | 100k | (3 off) | (M100K) |
| R16,17,24 | 4 k 7 | (3 off) | (M4K7) |
| R18 | 6 k 8 |  | (M6K8) |
| R20 | 33k |  | (M33K) |
| R21 | 1 k 5 |  | (M1K5) |
| R25 | 470 R |  | (M470R) |
| R26 | 15k |  | (M15K) |
| R28 | 1M2 |  | (M1M2) |
| RV1 | 1M hor sub-min preset |  | (WR64U) |
| Capacitors |  |  |  |
| Cl | 33 pF ceramic |  | (WX50E) |
| C2 | 100 pF ceramic |  | (WX56L) |
| C3,21 | 10 nF disc ceramic | (2 off) | (BX00A) |
| C4 | 330 pF ceramic |  | (WX62S) |
| C5 | 47 pF ceramic |  | (WX52G) |
| C6,7,12,16 | 100 nf disc ceramic | (4 off) | (BX03D) |
| C8 | 470 pF ceramic |  | (WX64U) |
| C9.13 | 3300 pF ceramic | (2 off) | (WX74R) |
| C10,11 | 3 u 5 F 35 V tantalum | (2 off) | (WW63T) |
| C14 | 68 uF 6 V 3 axial electrolytic |  | (FB44X) |
| C15,17 | 4u7F 63 V axial electrolytic | (2 off) | (FB18U) |
| C18 | 10 uF 25 V axial electrolytic |  | (FB22Y) |
| C19 | 1 uF 35 V tantalum |  | (WW60Q) |
| C20 | 47 nf minidisc |  | (YR74R) |
| C22 | 220uF 10 V axial electrolytic |  | (FB60Q) |
| Semiconductors |  |  |  |
| D1-6 inc. | 1 N4148 | (6 off) | (QL808) |
| D7 | 1N4002 |  | (QL74R) |



# BASICALLY BASIC <br> Graham Hall, B.Sc. 

This month we continue to describe the string functions available in BASIC. Table 1 provides a summary of the common string functions and explains their use.

## LEFT\$ Function

The LEFT\$ function creates a substring from a main string specified as an argument to the function. The general format of the LEFT\$ function is:
LEFT\$ (X\$, n)
where $X \$$ is the main string and $n$ specifies the length of the substring. The argument $n$ can be an integer or an expression. If the expression evaluates to a non-integer value BASIC truncates the result to an integer. The substring is formed from the first character (left-most character) of the main string to the boundary specified by $n$. If $n$ is greater than the number of characters in the main string the entire string is returned. If $n$ is zero or less than zero, a blank (null or empty) string is returned.

The following program demonstrates the use of the LEFT\$ function: 10 LET X\$ = "MAPLIN ELECTRONIC SUPPLIES LTD"
20 LET A $\$=\operatorname{LEFT} \$(X \$, 6)$
30 PRINT A \$
40 LET B\$ = LEFT\$ $(X \$, \varnothing)$
50 PRINT B\$
60 PRINT LEFT $\$(X \$ 33)$
70 END
RUN
MAPLIN

## MAPLIN ELECTRONIC SUPPLIES LTD

## RIGHT\$ Function

The RIGHT\$ function is similar to LEFT\$ function in that it creates a substring from a main string. The substring is formed from a boundary specified as an argument to the function, to the last (right-most) character in the main string. The general format of the RIGHT\$ function is:
RIGHT\$ ( $X \$, n$ )
where $X \$$ is the main string and $n$ is the position of the first character in the substring. The argument $n$ can be aninteger or an expression. If the expression evaluates to a non-integer value BASIC truncates the result to an integer. If $n$ is greater than the number of characters in the main string a null string is returned.

The following program demonstrates the use of the RIGHT\$ function:
10 LET X\$ = "MAPLIN ELECTRONIC SUPPLIES LTD"
20 LET A\$ = RIGHT\$ (X $\$, 8$ )
30 PRINT A\$
40 PRINT RIGHT\$ (X\$,31)
50 PRINT RIGHT\$ (X\$,1)
60 END
RUN

## ELECTRONIC SUPPLIES LTD

## MAPLIN ELECTRONIC SUPPLIES LTD

The substring returned by the RIGHT\$ function on line 40 is a null string because the position of the first character in the substring (specified as an argument to the function) is greater than the number of characters in the main string.

## MID\$ Function

The MID\$ (middle) function creates a substring from a specified main string within boundaries specified to the function as arguments. The general format of the MID\$ function is:
MID\$ (X\$,n1,n2)
where $X \$$ is the main string, $n 1$ is the starting position of the substring and $n 2$ is the number of characters in the substring. The arguments nl and n 2 can be integers or expressions the results of which are


LENGTH OF STRING $=15$
M
MA
MAP
MAPL
MAPLI
MAPLIN
MAPLIN
MAPLIN S
MAPLIN SU
MAPLIN SUP
MAPLIN SUPP
MAPLIN SUPPL
MAPLIN SUPPLI
MAPLIN SUPPLIE
MAPLIN SUPPLIES
Line 10 assigns the string 'MAPLIN SUPPLIES' to the string variable $\times \$$ Line 20 prints the message within double quotes followed by the length of the string assigned to $X \$$, returned by the LEN function. The space

| Function | Application |
| :---: | :---: |
| ASC(X\$) | Converts the first character in the string. $\mathrm{X} \$$, to its equival ASCII value. |
|  | Converts the ASCII code number, X , to its equivalent characte |
| LEFT\$(X\$.n) | Creates a substring from the string $X \$$ in a range from the leftmost character to the nth character. |
| LEN(X\$) | Returns the number of characters in the string $\mathrm{X} \$$ |
| MID(X\$, | Creates a substring from the string $\times \$$, that begins at position n 1 and is n2 characters long. |
| RIGHT(X\$,n) | Creates a substring from the string $X \$$ in a range from $n$ to the right-most character. |
| STR\$(X) | Converts the contents of numeric variable X to the ASCII charac. ter string equivalent. |
| VAL(X\$) | Converts a specified string of numeric characters to a numeric value. |

Table 1. BASIC string functions.
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between the word 'MAPLIN' and the word 'SUPPLIES' is counted as a significant character so the length of the string is fifteen. The FOR statement, lines 30,40 and 50 , initialises the variable 'l' to one and sets the limit of the loop to the value returned by the LEN function. Its corresponding NEXT statement is on line 50 . Each time the loop is executed a substring is created and printed. The LEFT\$ function on line 40 is given the loop variable ' 1 ' as the argument which determines the length of the substring.

Each time the loop is executed ' $I$ ' is incremented by one, subsequently the substring printed is increased by one character. The output from the program is shown following the RUN command Line 60 - the END statement signifies the finish of the program.

## STR\$ Function

The STR\$ function is used to convert a numeric variable to a string of ASCII characters. The string is the character equivalent of the numeric content of the variable. The general format of the STR\$ function is:
STR\$ (variable)
The following program demonstrates the use of the STR $\$$ function: 10 LET $A=365$
20 LET $X \$=$ STR $\$(A)$
30 PRINT X\$
40 PRINT MID\$(X\$,2,1)
50 END
RUN
365
6

The integer 365 is assigned to the numeric variable ' $A$ '. Line 20 uses the STR $\$$ function to convert the contents of ' $A$ ' to its equivalent ASCII string, which is then assigned to the string variable $\times \$$. Line 30 prints X $\$$. To demonstrate that an ASCII string has been created, line 40 uses the MID\$ function to extract the middle character from the string $X \$$ This is printed on the terminal.

## VAL Function

The VAL (value) function converts a string of numeric characters to a numeric value. This is the opposite of the STR $\$$ function. The general format of the VAL function is:
VAL (string)
where the argument is a character string or string variable. If the argument string contains a non-numeric character an error message will be output.

The following program demonstrates the use of the VAL function:
10 LET $X \$=" 1234 "$
20 LET $A=V A L(X \$)$
30 PRINT A
40 END
RUN

## 1234

## String Concatenation

Some versions of BASIC include a concatenation symbol $(+)$ which can be used to combine string variables or string constants to generate a new string. For example the command PRINT "HEL" + "LO" will output the string HELLO on the terminal. Consider the following program:
10 LET A $\$=$ "MAPLIN "
20 LET B $\$=$ "ELECTRONIC "
30 LET C $\$=$ "SUPPLIES"
40 LET D $\$=A \$+B \$+C \$$
50 PRINT D\$
60 END
RUN

## MAPLIN ELECTRONIC SUPPLIES

The concatenation symbol is used on line 40 to concatenate the strings assigned to the string variables $A \$, B \$$ and $C \$$. The new string is assigned to the string variable $O \$$ and printed by the statement on line 50. If the concatenation symbol is used illegally, such as on the left side of an assignment statement, an error message will be output to the terminal. For example, 10 LET $W \$+2 \$=Y \$$ is illegal and returns an error message.
In response to the many enquiries we have received about this extremely popular article, we will shortly be making the complete series available in book form at low cost. Watch this space for further details!

# ZX81 INPUT-OUTPUT 

 PORTby A. Daykin<br>> $\star$ Two ‘bi-directional’ ports for a total of 16 input or 16 output lines<br>> * One buffered output port which can interface directly to CMOS<br>> * Able to be used with the MAPLIN digital train controller<br>> * On board address selection allows for expansion to 6 ports with two PCBs



This project for the Sinclair ZX81 will give you access to the outside world with your '81'
The 1/O port, shown in figure 1 , gives many possible modes of operation. For the purposes of this article examples are given for only the simplest, although the 8255 used here has a total of three programmable operations.

MODE 'O' provides 3x8bit ports, two of which can be programmed to function either as inputs or outputs, and one (port B), as a buffered output only, which can directly drive the MAPLIN DIGITAL TRAIN CONTROLLER (issue three) or, indeed, many other forms of hardware with a minimum of interfacing.

## Circuit Description

Figure 1 shows a complete circuit diagram of the board, and Figure 5 shows the alternative address decoder circuitry. The MP8255 (IC4) has two address lines, pins 8 and 9 , which are connected directly to the ZX81 address lines A1 and $A \emptyset$. The remainder of the address decoding is performed by ICs 1,2 , and 3 , which enables the MP8255 with a logic $\emptyset$ at pin 6 (CS).

Data lines D0 to D7 are connected directly to IC4, a long with write and read lines WR and RD. The RESET line, P35, has been tied directly to 0 v . Should an external reset be required, the track will have to be broken here, and an external reset pin fitted to P35. Two possible address groups are provided on the PCB, which can be selected at the construction stage, by inserting appro-
priate pins through the PCB. Addresses used are 16360 to 16363 , which are designated by a square symbol on the legend, and 16380 to 16383 , which are designated by a circle on the legend. All other track pins have a broken circle for designation. If two PCBs are used, they should be constructed for two different address groups.

IC5 and 6 are 7407 buffers, with open collector outputs capable of sinking up to 40 mA at a maximum of 30 v

## Construction

Commence by inserting all track pins into the holes marked with a broken circle. Decide which address group you require, and insert all track pins into their appropriate holes (see circuit description). Fit R1 to R8, and D1 (note polarity). Insert all 26 Vero pins and push home. Solder all pins and components, remembering that the track pins will need soldering to both sides of the PCB. Fit the 40 pin IC socket and ICs 1, 2, 3,5, and 6. Solder these
components in place and, finally, insert IC4 in the socket. Cut off any protruding leads and clean flux off the PCB with a stiff brush and thinners. Check all components and joints before connecting to your computer. If you are using a mother board the PCB will plug straight in, but if you are using the port direct into the ZX81 a 23 -way socket (RK35Q) will be required. Place this socket over the edge connector, aligning pin 3 with the slot cut in the PCB, and solder all 44 pins to both sides of the board.

## Testing And Using The Ports

With the power off, plug the port PCB into your ZX81. Switch on and ensure that the command cursor appears. If not, or if the screen fills with lines, switch off and re-check your assembly.

A few lines of BASIC program are now required for use. The highest address (16363 or 16383), used for the

| Control | D7 | D6 | D5 D |  | 4 D3 | D2 | D1 D0 |  | $\begin{aligned} & \text { Port } \\ & \text { A } \end{aligned}$ | Port C | Port C | $\begin{aligned} & \text { Port } \\ & \text { B } \end{aligned}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| Word |  |  |  |  |  |  |  |  |  | Upper | Lower |  |
| 128 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | Output | Output | Output | Output |
| 129 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | Output | Output | Input | Output |
| 136 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | Output | input | Output | Output |
| 137 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 1 | Output | Input | Input | Output |
| 144 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | Input | Output | Output | Output |
| 145 | 1 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | Input | Output | Input | Output |
| 152 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | Input | Input | Output | Output |
| 153 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 1 | Input | Input | Input | Output |

[^0]

Figure 1. Circuit diagram of I/O Port.

CONTROL WORD, will set MODE and program which ports are to be input and output (see table 1).
PORTA can be used as either input or output, but all the DATA lines will be in the same mode.
PORT B on our PCB can only be used as an output, because of the buffers.
PORTC can be either input or output, and may also be split into two parts, upper and lower halves, which can be changed independently.
Table 1 gives a complete list of the CONTROL WORDS available, along with DATA BUS state and a definition of PORT USE.

Reliable operation with PORT C in split mode can be difficult when using BASIC, and it is advisable to use only the control words $128,137,144$, and 153. Port A is located at address 16360 or 16380, and if used as an output POKEing to this address will output data on the port pins. PEEKing at the same address will read data in from the same pins. Port B is located at address 16361 or 16381 , and can only be POKEd here. September 1982 Maplin Magazine

## I/O PORT PARTS LIST

| Resistors - all 1/8W 5\% carbon unless specified R1. $8 \quad 4 \mathrm{k} 7$ | 8 off | (U4K7) |
| :---: | :---: | :---: |
| Semiconductors |  |  |
| D1 IN4148 |  | (QL80B) |
| IC1 74LS10 |  | (YF08.) |
| IC2 74LSO2 |  | (YFO2C) |
| IC3 74LS30 |  | (YF20W) |
| IC4 8255A PIA |  | (YH50E) |
| IC5,6 7407 | 2 off | (QX76H) |
| Miscellaneous |  |  |
| 40-pin DIL socket |  |  |
| Veropin 2145 | 1 pkt | (FL24B) |
| Track pin PCB | 2 pkt | (FL82D) |
| PCB |  | (GA90X) |
| Test Components |  |  |
| 2 k 2 resistors | 4 off | (M2K2) |
| 220R resistor |  | (M220R) |
| LED red | 8 off | (WL27E) |
| or Red bargraph display |  | (BY65V) |

A complete kit is available for this project. It does NOT include the Test Components.

Order As LW76H (I/O Port Kit) Price $£ 9.25$

Port C is located at address 16362 or 16382, and can be POKEd or PEEKed as for port A. Printed here are two demo programs which will quickly check out your board. For demo 1 a number of discrete LEDs or a bar-graph display can be connected to $0 v$ via a 220 ohm resistor, and then to the outnuts of port $B$ (see figure 4). Remember ، s connect the positive supply pin (next to port B pin 0 ) to a $+5 \mathrm{v} / 30 \mathrm{v}$ supply.

For the demo 2 program the LEDs can be left connected, and will give a display similar to that of the previous program. Input coding can be set up by wiring port A and C pins to either Ov or $+5 v$, as required, but for test purposes connect the 0 v and +5 v via 2 k 2 resistors (figure 5) in case the MP8255 is set in the output mode. This should be done before running the program.

For constructors who may wish to use the I/O port with external hardware, a mother board is available for the ZX81 (GB08J) and will accept the Sinclair 16k RAM pack and up to three plug-in modules. You will need four PC edge connectors $2 \times 23$ way (RK35Q) and the pcb. See page 47 for prices.


Figure 2. Component layout of I/O Port pcb.

## DEMO 1

1
10
$=8$
$=5$
40
50
60
78
80
80
20
1 FEM An DAYKIN

- FEM PQRT DEMO NO. 1

$E 5$ EET $R=$
30 FRINT
40 FOR $L=1$ TO 5 ㅇ
5E PDKE $1 E 3 E I, A$
$E B$ NEXT L
70 LET $P=A+1$
80 SNOLL
SD IF $A>=15$ THEN GOTD EB
106 EOTO 50

DEMO 2


```
    REM REDAYKIN. NO. E
    PEKE A=0
    SCROLL
    FRINT "PORT E OUTPUT IS "IS
    SCROLL
    FOR L=1 TO 50
    POKE 16SE1,A
    NEXT
    LET A&=AG+1}\mathrm{ THEN GOTO ES
    SCROLL" "PORTS A AND C WILL ET"
    SCROLL
    PRINT "TESTED AS INFUTS"
    LET E=PEEK 15360
    5CROLL
    PRINT "PORT A READS ":E
    SCROLL
        LET C=FEEK 153ES
        SCROLL
        FRINT "PORT C REROS ":C
        STOP
```



Figure 5. Circuit diagram of I/O Port with alternative address decoding.

## MAPLIN TRAIN CONTROLLER PROGRAM FOR ZX81

## by Dave Goodman

This program has been designed for use with the ZX81 1k or 16k RAM and our 1/O port interface PCB.
Port address used is "16361", and the POKE command in line 3 simulates a track supply fail, bringing on the LED and stopping all trains.

Table 1 shows the decimal value (which, of course, appears as a binary number between 0 and 255) on the data lines.

|  | A | B | C | D |
| :---: | :---: | :---: | :---: | :---: |
| F | $0-9$ | 32.41 | 64.71 | $96-105$ |
| R | 16.25 | $48-57$ | $80-89$ | $112-121$ |

## Table 1. Direction and speed.

So, if controller " A " is required to move a train in a forward direction at a 'snails pace' speed of 1 , then the decimal code set up will be 1 .

Similarly, to select controller "D" with reverse direction and speed at maximum (9), the required decimal code will be 121.

Type in the program, followed by RUN and NEW LINE. Two statements are printed. The first, EMERGENCY STOP E, allows key E, when pressed, to stop all trains running at any time, and the second, CONTROLLER A-D?, X TO CHANGE, allows you to select the required train control unit A, B, C, or D. Pressing key X allows you to re-select a control unit.

Select a control unit (A-D) and note that a third statement is added, DIRECTION F/R?. September 1982 Maplin Magazine


1 POKE 16363,128
16 IF $\mathrm{E} \$=$ "R" THEN LET $\mathrm{H}=16$
17 PRINT "Speed $\varnothing \cdot 9$ ?"
18 GOSUB 100
19 IF C $\$$ <"Ø" OR C\$>"9" THEN GOTO 18
20 IF $D \$=" A$ " THEN POKE $E, V A L C \$+H$
21 IF D $\$=$ " $B$ " THENPOKE E, VAL $C \$+H+32$
22 IF $D \$=" C$ " THENPOKE E, VALC $\$+H+64$
23 IF $\mathrm{D} \$=$ "D" THEN POKE E, VAL $\mathrm{C} \$+\mathrm{H}+96$
24 GOTO 4
100 iF INKEY $\$ \gg$ """ THEN GOTO 100
101 IF INKEY $\$$ ="" THEN GOTO 101
102 LET C $\$=$ INKEYS
103 IF C $\$=$ "E" THEN GOTO 3
104 IF C $\$=$ "X" THEN GOTO 4
105 RETURN

Now that you have selected a controller the direction of travel is needed. Press key F for forward, key R for reverse.

Finally a fourth statement is added, SPEED 0-9?. Now that control and direction are set, train speed must be chosen. Note that speeds minimum ( 0 , stopped) to maximum (9) are set by keys $\emptyset$ to 9 in either forward or reverse. Press a number, and the code corresponding to all variables will set the train running. The screen will then return to the first two statements, waiting for A-D, F-R, and $0-9$ to be input again. Remember that $E$ (panic), and $X$ (train controller) can be pressed at any stage, and that NEWLINE is not required during the program. Under normal conditions the program should be found to be crashproof, and entry to the program is made by pressing the BREAK key (D/101) and NEWLINE.

Connections from the 1/O port PCB to the train control remote latchboard are as follows:-

| 1/O port | Remote data <br> B pins <br> 0 |
| :---: | :---: |
| 1 | $28-85$ |
| 2 | $27-86$ |
| 3 | $30-84$ |
| 4 | $31-80$ |
| 5 | $32-81$ |
| 6 | $33-82$ |
| 7 | $34-83$ |
| $0 V$ | $26-87$ |
| latch PCB pins |  |

The +5 V supply for the $1 / 0$ port buffers IC5 and 6 can betaken from the ZX81 +5 V supply.

# COMPUTER NEWS 

## K-DOS <br> A better disk operating system for your Atari computer.

Have you been programming with an ATARI disk based system for some time? Are you irritated by the need to load the second stage of DOS II even to look at the directory of a diskette? Are you frustrated by seeing the screen fill with a menu that you already know? If so, read on.

K-DOS is an exciting new disk-operating system for the ATARI 400/800, which can transform your ATARI from a machine which treats you and the novice as equals into a professional-style system.

K-DOS, from K-Byte, is supplied with a concise manual, which has all the functions laid out in an easily understood format. Booting up the supplied disk will load K-DOS in the usual manner. A successful boot is indicated by the K-Byte identification header. The BASIC cartridge, if present, is then initialised, and control is transferred to it, with the appropriate READY sign. The usual format AUTO RUN.SYS file is supported, and would have been loaded and executed by this stage. Assuming that BASIC is present, one may simply type the usual DOS command to enter DOS control. The immediate confirmation of this is the echoing of DOS two lines down in lower case characters. The two obvious advantages at this stage are:-

1. There is no delay in entering DOS, as it is present in its entirety.
2. The screen is not blanked, then filled with a redundant menu; the screen simply scrolls when the cursor reaches the bottom line.

A directory is obtained by typing 'DIRECT' or its abbreviation ' $D$ ', then hitting the return. This results in the listing as normally produced by ATARI's own DOS. Returning to BASIC is just a matter of typing 'BACK' or its abbreviation ' B ', whereon BASIC is entered as usual, but with the difference that the screen is not cleared - a very useful point for those of us with memories like sieves, and who, like myself, are continually forgetting filenames!

Just as it is possible to return to BASIC by hitting (SYSTEM RESET), so is it also possible to go to K-DOS by holding down the (START) key and simultaneously pressing (SYSTEM RESET). This is a nice fast method of entering K-DOS, and is very cleverly done; great if you do not require the contents of the screen to be retained.

K-DOS not only supports all the usual functions of DOS II, i.e. copy file, rename file, delete file, lock and unlock, write DOS file (WBOOT), format disk etc., but also provides


COMMAND SUMMARY

| Disk Mantenance | INIT $n$ <br> FORMAT $n$ <br> WBOOT \{n\} <br> - DISKdup \{scr \{\{, \}dest\}\{/A\}\|MW\} |
| :---: | :---: |
| File Control | Direct \{filespec $\}\{$,output \} <br> Copy input \{,output \} <br> DELete filespec $\{/ \mathrm{N}\}$ <br> LOCk filespec <br> UNlock filespec <br> REName fille.filename <br> $\overline{A P p e n d}$ \{sourcefile, \} destfile <br> *TRansfer filename $\{/ \mathrm{SIRG}\}$ <br> \{, filename \} $/ /$ SIRG \} |
| Program Control | Beck <br> WARM <br> COLD <br> Xit <br> UNLOAD <br> LOMem <br> DC \{character\} |
| Mechine Monitor | Run file $\{/ \mathrm{M}\}\{/ \mathrm{N}\}\{/ \mathrm{P}\}$ <br> Load file $\{/ M\}\{/ N\}\{/ P\}$ <br> Save file $\{/ \mathrm{A}\}$ beg end $\{\{1 \mathrm{nit}\}$ start $\}$ <br> Go \{hhth\} <br> Froceed \{hhth\} <br> Examine $\{$-first $=\{$, -last $=1\}$ <br> Alter \{adr \}\{ \} hex.... or "asci <br> REgister $\{r-h\}$ |
| Device Control | RESET <br> Text <br> Close <br> ERror nn |
| DUP Special | -UDC Ident KILL REVIVE |
|  | ates the minimum abbrevation. ates a UDC command that normally es in a disk fle. |

a whole host of additional ones, which are listed here.

As you can see, commands consist of logical English words. Most of these will have an abbreviation, usually of one or two characters (the minimum abbreviation is shown underlined). Many of the commands shown will have option switches, which may alter the way in which the command is executed. One example of this is the LOAD command. This loads a binary file into memory from disk, and the three option switches are:-
/M which causes the printing to the screen of the area of memory into which the file is loading, as well as the INIT. and RUN addresses.
/N will prevent the file from being run. and
/P will allow the file to overlay an area of DOS, an event which would normally produce an error trap.

Speaking of errors, another of the K-DOS features is the production of proper English error messages, e.g. ERROR 138, DEVICE TIMEOUT, or ERROR 1, ILLEGAL COMMAND. The text for these error reports can be changed easily by using one of the utility files on the supplied disk (CHERROR.SYS), allowing the creation of highly amusing and lively error statements!

One of the nice facilities for large business systems is the ability to define a command to run a particular machine code program. The 'UDC' (User Defined Command) program supplied permits the assignment of one or more character names, which when typed call up and run the designated file - pretty neat, eh?

Another interesting function of K-DOS is its disk duplicate utility. Whereas the DOS II DUPDISK command does not actually duplicate an entire disk, merely its file structure. DUPDISK with K-DOS has an option switch, /A for ALL, which causes the duplication of every single sector of a disk - a true disk duplicate.

A similarly well-written file utility is also supplied, and this is called TRANSFER. This is a file transfer utility primarily for copying files from one device to another, and files from one disk to another using the same drive. A special feature is that it will load from cassette to disk, a file or program written with short inter-record gaps e.g. autoboot cassette programs, as well as reading and writing those with long IRGs.

These are just a few of the functions that K-DOS offers, but as can be seen from the list they represent only a small part of what is available. All of these commands can actually be used from BASIC without actually going 'into' DOS. Simply type a comma before the command, and hey presto!, it is executed from BASIC (e.g., D will produce a directory listing whilst still under BASIC cartridge control).

K-DOS, it seems, represents a major step forward for the serious ATARI programmer, in that:-

1. It provides a very powerful set of monitor and disk commands and 2. It is fast and logical to use, thus giving the user big machine features on a personal computer.

It is highly recommended by myself, indeed, I have not used ATARI's own DOS for at least three months!

## NEW SOFTWARE FOR THE VIC20

AC77J (Sargon II Chess Cartridge)
AC78K (Another VIC In The Wall Cassette)
AC79L (VIC Panic Cassette)
AC80B (Cosmiads Cassette)
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# THE ATARI 400800 

ARE THE BEST HOME COMPUTERS
AVAILABLE and here's why! by Ron Levy

The majority of microcomputer purchasers are buying for the first time. When they look at what is available, they find a vast bewildering range of machines to choose from. Each manufacturer claims his is the ultimate personal computer system and most are better than all the others. But these advertisements rarely give any thought to the requirements of the home user or to the practicalities of using a system at home.
The three main purposes of a home computer are education, personal software development and entertainment. The educational aspect requires that the machine be well-designed in terms of ease of use, with good documentation and tutorials with the appropriate software back-up to make learning enjoyable. For personal software development, the machine needs to be fully expandable to a complete system with disk drive, printer and cassette recorder etc. without masses of interfacing circuitry, wiring looms or the need for extra chips to be added.
The entertainment aspect is usualiy of equal importance (certainly when impressing friends or getting the rest of the family interested) and can be the most difficult to fulfill in terms of the complexity of the hardware and software involved.
To achieve these ends a home computer must be designed as a system rather than just a processor with the other parts left to be designed later. The Atari was the first personal computer to be designed specifically for home use. It was conceived as a complete system. Many people purchase low-priced personal computers only to find that to make it do anything worthwhile involves great expense for memory or hardware expansion. Memory for the Atari is relatively inexpensive and hardware expansion does not require expensive interface units. Everything just plugs directly one into another.

## Graphics

But the one outstanding virtue of the Atari computers, both in terms of personal software development, education and entertainment is its graphics capabilities. These are quite simply unrivalled on any machine costing under $£ 3,000$.
The ZX Spectrum and The BBC micro uses Ferranti's Uncommitted Logic Arrays (ULA) to extend the power of the main processor (6502). These are quite powerful chips, but they do not approach the power of a real microprocessor. The reasor they are used is because they are many many times cheaper to design than a complete microprocessor, but clearly if it was a viable proposition a microprocessor would be far more powerful. Atari are owned by the giant Warner Bros. Corporation who spared no expense in the design of the Atari computers. They designed a microprocessor (and called it 'ANTIC'), specifically to control the TV display, and the Atari therefore has two microprocessors and, as we said, the most bril-
liant graphics as a result.
But Atari didn't stop there. On top of that there is still another chip that has a hand in the control of the TV display. This chip, called a GTIA, provides a function known as Player Missile Graphics, and it's this concept that makes those amazing arcade games so clever.
With the GTIA, the programmer is able to create an object on the screen in any desired shape and simply designate the shape, a player and missile number. This object does not, however, exist as part of the screen memory known to ANTIC, but is in fact an entirely separate entity having its own separate area of memory which can then be manipulated and superimposed on the display by the GTIA.
These player/missiles can then be assigned a priority relative to the background or other objects so that they move behind or in front of different objects without further intervention. The colours, positions and even the shapes of these player/missiles can also be changed and on the display, the changes appear instantaneously while the 6502 and ANTIC get on with their jobs uninterrupted. It is these major advantages of the Atari computers, that put Atari graphics leagues ahead of any other computer under $£ 3,000$. The Atari makes graphics control easy, colourful and above all permits objects to move with incredible speed and smoothness around the screen, or complex objects to be repositioned instantaneously. The story does not end there, however, for the Atari has yet another specially designed extremely powerful IC called POKEY. This amazing chip deals with serial input/output, keyboard scan, audio generation, random number generation and analogue to digital conversion.
The Atari has four separate sound generators and on each one the pitch and volume are controllable. Any may be used to produce noises, squawks, bangs, rattles, hisses etc. No other personal computer in the Atari's price range has such a versatile sound generator system.
A look at the front of the machines shows the four joystick ports. As well as being joystick ports, these present one of the easiest methods of interfacing to a computer because they are bi-directional (i.e. they can be used as inputs or outputs) and can be addressed simply as memory locations. Each socket also has two analogue to digital converter inputs (giving a total of eight) that could be used by those wishing to experiment with add-on hardware for robot control for example.
On the side of the machine is the serial input/output port (SIO) to which the periphals, disk drive, printer, etc. can be connected. And again, this has been designed with the home user primarily in mind, for from this one neat little socket, peripherals may be connected, each extra one just plugging into the one before, obviating the need for interface boxes or dozens of cables.

Each device has its own command data frame so that even though they are all connected together there are no problems with the software talking to the particular device required.
One of the major criticisms levelled against the Atari computers by manufacturers and owners of other machines is that the Atari $400 / 800$ s are "just games machines". It is a comment given exclusively by people who haven't the faintest idea what they're talking about.

## Atari Cassette System

Those who know the Atari will find the comment devoid of any serious consideration, for how many other machines can control up to four disk drives, a printer, a professional multi-channel RS232/Centronics (i.e. non-Atari) interface and communications box and a cassette recorder, simultaneously without further interfacing or hardware and without any hardware or software conflicts or problems of any sort? Another unique feature of the Atari computer is the way it handles its cassette recorder. The Atari cassette recorder is in fact a two-track device. One track is the data signal as with all other computers, but the other track is used for storing a soundtrack. This brilliant, yet simple idea puts the Atari's educational capabilities in a class of its own!
In Atari's own software, it is used to great effect in the 'Learn Programming' and language learning cassettes. With a single POKE statement, it is possible to transfer the audio track to the TV speaker, thus making controlled commentary a possibility with learning programs on the Atari. I wonder how many people realise that the first "Bonjour" you hear in Atari's TV advertisement is actually spoken by the computer! Another key feature of the Atari cassette system is that it is possible to increase or slow down the tape drive speed through several times its normal speed without affecting data loading. Data will still load correctly because at the start of every 128 . byte block of data there are two additional bytes that are used by the operating system in a very smart piece of software that calculates the baud rate of the tape being loaded. The result is that manufacturing tolerances in the speed and construction of the tape unit and the tapes, have no detrimental effect upon reliability of operation. The physical construction of the Atari 400 and 800 is very attractive and modern. A heavy-duty plastic moulding is used for the external cabinet and will withstand a good deal of rough treatment unlike the majority of micros currently available. A look inside the machine reveals the fact that the entire CPU and its RAM cards are encased in a diecast aluminium alloy moulding. Consequently there is very little radiation or interference from the computers and conversely Atari computers do not suffer from system crashes caused by external interference.

The quality and quantity of software for the Atari also far exceeds that of any other personal computer for two very good reasons. Firstly, since the machine is so com prehensive in its graphics facilities, it attracts the best programmers and secondly because the Atari makes it easy to protect software very well against unauthorised copying, producers of software are able to invest time and money developing good programs knowing they will get a fair return from it.
There is already masses of software available for the Atari, from the latest arcade games to complex languages like LISP and FORTH. Over 30 software houses in America are busily writing software for the Atari and others are adapting Apple software. The Atari's are currently America's best-selling computer - the Americans at least have found out how good it really is!

## Sinclair's Advertising

Finally, let's take a look at Sinclair's six-page advertising brochure which has been inserted in most of the computer magazines in recent months. In the leaflet, there is a table comparing the $Z X$ Spectrum with the BBC micro, VIC20, Atari 400, TI99/4A and TRS80 Colour computers.
Taking the chart line by line, the first point to note is that the Atari 400 is now a little cheaper than shown, but is still about twice the price of the Spectrum both for the 16 k and 48 k versions. Nevertheless, we still believe that if you can afford it, the Atari gives you more for your money. When you're fed up with the relatively low quality and quantity of Spectrum software and fed up with the much lesser capabilities of the Spectrum, you'll still be finding new, exciting things to do on the Atari.
The line showing standard RAM available using hi-res graphics is a cunning way of making a bad point look good. The reason the Spectrum has more RAM left than the BBC or Atari is that its highest resolution is less than the BBC or Atari so naturally it has more RAM left.


The highest resolution on the Spectrum, Atari and BBC is as follows respectively: 256 $\times 192,320 \times 198$, and $640 \times 256$. The BBC machine looks very good here, but using its highest resolution you do only have 3k of RAM left and you can only use two colours on the screen, soyou can't doa lot with it. Even on the BBC model B you only have about 10k of RAM left. On the 48 k Atari you have 30 k of RAM left (nearly 40 k if you're not using BASIC) and with this or 16k RAM you can have at least six colours at once. But, in any case, the ability of a computer is not directly related to its highest possible resolution. On the Atari, most of the best games use low resolution graphics modes. The next line on Sinclair's chart compares maximum memory and although Sinclair could not have known at the time Maplin can now supply Atari 400's with 48k RAM fitted. To directly compare the Atari or BBC's sound generators with the Spectrum is ridiculous. Both are far and away superior to the Spectrum's one sound generator. The BBC has three and a noise channel and the Atari has four with volume and noise software adjustable on all four.

The number of colours available on the Atari is 16 , but each can be displayed in 16 intensity levels which does give the impres. sion of being different colours and it is in fact possible, though not easy, to display all 256 colours and levels on the screen simultaneously.
This fact then makes the next line on Sinclair's chart look pretty ridiculous since he claims you can only have 5 colours on the screen at one time. This is simply not true. Even in the highest resolution mode you can have six colours on the screen at once (there is usually a trade off between resolution and numbers of colours available). Another major advantage with the Atari is that different parts of one picture can actually be in different resolution modes simultaneously! - So the possibilities with the Atari really are far in advance of any other machine on this table. To be fair, comparing the graphics on the Spectrum with the graphics on the Atari is like comparing Meccano with the Empire State Building.
Flash is not available from the keyboard on the Atari, but is so easily implemented in software that it's not a factor worthy of serious consideration when choosing a computer.
Surprisingly Sinclair do not think the Atari has user-definable graphics characters, but don't worry, it has - and what you can do with them on the Atari is of course far, far better than on the Spectrum.
The only other point worthy of note is that the Atari cannot interface a normal cassette recorder, but as we've pointed out, the advantages of the Atari system far outweighs this fact.
The Atari is a very clever computer and if we had more space we could go into even more detail about its amazing capabilities. It can be used as a business machine, but it's not ideal; it wasn't designed to be. It was designed to be a home computer and this is where it excels. It was designed to be a complete system. It has got an enormous amount of software back-up.
It is the world's best home computer - and that's a fact!

NEW SOFTWARE FOR ATARI
This month we're pleased to announce another massive selection of titles available for the Atari computers.

| Adventure Games |  |  |  |  |  | Dodge Racer |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Ali Baba \& The Forty Thieves | -D-32K-(BQ78K) | £27.95 |  |  |  | Dodge Racer | -D-24K-(BG30H) |  |
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| Rescue At Rigel | -D-32K-(B080B) | ¢22.45 | Uhila. |  |  | Matchracer | -D-16K-(BG32K) <br> -D-32K-(BG33L) | ¢23.95 ¢27.95 |
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| Zork II: The Wizard of Frobozz | -D-32K-(BQ950) | £29.95 |  | -D-48K-(BG10L) | ¢ $¢ 9.95$ | Ricochet | -0-32K-(BG48C) | £.14.95 |
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# CLASSIFIED 

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HP-65 MAGNETIC card programmable calculator, $£ 40$. Programmes, manual, recharger and etc., are all included. Phone Doncaster (0302) 721456 any time after 6 p.m. Ask for Tim.
DECCA LONDON Blue Cartridge. Excellent condition, only £15. Phone (025 75) 4238 evenings.
LINN SONOEX LP12 turntable with Basik LVV Arm \& Cartridge, boxed and unused. Offers around $£ 300$ or exchange crimson amplifiers. Telephone Norwich 610708, evenings.
MAPLIN 40 W STEREO amplifier, part built. Consists P.S.U. P.C.B., Equalizer P.C.B.'s, Equalizer Mother Board, Peak Detector Boards, Selector Boards, Selector Mother Board, one 50W amp built, £45. Phone 0792842411 after 4.30 p.m.

## WANTED

SERVICE MANUAL for Grundig Radio Model 2035 W/3D/GB AM/FM. L. J. Channing, 8, Brymore Close, Bridgwater, Somerset TA6 7PL.
WANTED. E421 TRANSISTOR, also information on U441 Transistor, which is not listed in "Towers" F.E.T. Handbook. Box No. 3.

CASH WAITING for fair offer of "Leak TL/25 Plus" Mono Power Amplifier and/or spare valve set (preferably new). Telephone D. Bradly on Welwyn Garden 23308 (after 4 p.m.).


Figure 11. The quadrature oscillator.

## The Sine-Square Converter

Having produced the required sinewave, the next step is to square it off. A very simple way of doing this is to use the op-amp comparator, shown in Figure 10. The inverting input is tied to OV and the sinewave input is applied to the non-inverting input. Every time the input goes positive, even by a
fraction of a milli-volt, the output goes into positive saturation, and for negative halfcycles at the input, the output goes into negative saturation. So the sinewave is very efficiently converted into a square-wave, which can then be integrated, using a standard op-amp integrator, to develop the triangular waveform.

## The Quadrature Oscillator

Having dealt now with several circuits that produce different time-related waveforms, it is interesting to consider a circuit in which the waveforms are identical but differ by a fixed phase angle, whatever the frequency. The actual phase angle is $90^{\circ}$ so that the sinewaves are in 'quadrature', hence the name of the circuit, which appears in Figure 11. Two integrators are used, ICl and IC2, the former being a non-inverting type and the latter an inverting type. The frequency of the output waveforms is determined by the time constants obtained from three resistors and three capacitors,
known as R and C respectively on the basis that they are nominally equal. In practice, one of the resistors is a potentiometer RV, which is carefully adjusted until the given outputs $A$ and $B$ are obtained, best viewed on a double-beam CRO. If RV is turned too far one way, the circuit stops oscillating, and if too far the other way, the waveforms become a triangle and a square-wave! However, the correct setting of RV is easily found and the sinewaves are then quite stable and of excellent waveform. An amplitude limiter is included in the form of two zener diodes connected back to back.

The formula for the frequency of operation is that $f=1 /(2 \pi R . C)$ and, with the values given in Figure 11, the circuit oscillated at 33 Hz . It will work quite happily over a wide range of frequencies. For example, with $R=47 \mathrm{k}$; $\mathrm{C}=220 \mathrm{n}$, the frequency is as low as 14 Hz and with $\mathrm{R}=1 \mathrm{k} ; \mathrm{C}=47 \mathrm{n}$, the frequency is then 3.7 kHz . At the higher frequencies a smaller value of RV makes the setting less critical.

## AMENDMENTS TO CATALOGUE

| The following points have come to our notice since the last issue of this magazine. | Page 125 <br> Pan Neon Amber (RX82D) now has a small square face. |
| :---: | :---: |
| Page 20 |  |
| The picture of the 2mRubber Duck (YG15R) | Page 145 <br> Photo-Etch PCB (BW19V) is now being |
| shows a UHF plug. but the item is supplied with a BNC plug as stated in the text. | supplied in a smaller size: $160 \times 100 \mathrm{~mm}$ (Eurocard size). |
| Page 47 |  |
| The Lift-off Hinge (YLO4E) is now cad- |  |
| mium-plated, not chrome-plated. | For WQ18U we are now supplying AY-3. 1015D. This IC is directly equivalent to AY- |
| Page 84 | 5.1013A except that it requires only a single |
| Euroboard 4-way (WY16S) does not have a neon indicator. | 5 V supply. Therefore no connection must be made to pin 2. |

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## CORRIGENDA

## ZX81 KEYB0ARD KIT AMENDMENT

Additions To 'Connecting To 2X81'
Before connecting the keyboard to your ZX81, use a meter set to read d.c. volts and measure between OV and pins 1 to 8 (SK2), and pins 1 to 5 (SK1) in turn. This test must be performed with the power supply plug. ged in and switched on, and without the keyboard connected to the ZX81. There should be no voltage present at these pins until a key is depressed.
VIC20 Programs Corrected
Colour Demonstration Program
10 PRINT 7
20 FOR D $=$
NEXT O
C $=$ INT $($ RND (1) $\times 506)+38400$ 50 POKE C. A: GOTO 30

Joystick Demonstration Program
10 PRINT : $X=7680: Z=0: V=1$ : POKE 37154, 127
20 FOR C $=38400$ TO $38960:$ POKE C. 6 NEXT C
$30 \mathrm{~A}=$ PEEK (37151) : POKE X, 224
40 IF $A=122$ THEN $X=X-22: V=V-1$ IF $V<1$ THEN $x=x+22: V=V+1$ 50 IF $A=118$ THEN $X=X+22: V=V+1$ IF $V>23$ THEN $X=x \cdot 22: V=V-1$ 60 IF $A=110$ THEN $X=X \cdot 1: Z=Z-1$
IF $Z<0$ THEN $X=X+1: Z=Z+1$ 70 IF $\operatorname{PEEK}(87152)=119$ THEN $X=X+1$ $Z=Z+1$
IF $Z>21$ THEN $x=x \cdot 1: Z=Z-1$ 80 GOTO 30

## Other Amendments

Issue 3 Page 20 Figure 5a
R5 should be a 47 k , not a 100 k as shown. R16 should be an 820 R . not a 4 k 7 as R16 shoun.
shown

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[^0]:    Table 1. List of Control Words.

