LAMP, LED, AND COIN COUNTER OUTPUT

This circuit contains an astable counter driven by 24 and 25 which slowly clock the monostable address decoder. When the signal to Q1 is high, the collector goes to the ground, which keeps the transistor Q10 in its off state, and Q10 is low. If the signal to Q1 is low, the collector is held at ground, which turns on Q10. By using the START and STOP switches on the control panel, the circuit can be switched into an up counter or down counter mode. The circuit will count from 0 to 15, then overflow to 0. This circuit is activated only when the START switch is in the up position. If the START switch is in the down position, the circuit will count from 15 down to 0. The output is fed into the counter circuit which uses the pulses to advance the counter. The output from the counter circuit is then fed into the monostable circuit which uses the pulses to output the monostable address decoder. The output from the monostable address decoder is then fed into the lamp circuit which illuminates the lamps.

AUDIO OUTPUT

The audio output circuit contains three individual circuits. The first, 29, 30, and 31, are used to drive the amplifier. The second, 32, 33, and 34, are used to drive the speakers. The third, 35, 36, and 37, are used to drive the headphones.

OPTION SWITCH SETTINGS

The circuit contains a total of 36 switches, each of which can be set to either of two positions. The switches are labeled A, B, C, D, E, and F. The switches are used to select different configurations for the circuit.

PART OF CONTROL PANEL

PART OF REGULATOR AUDIO PCB

SEE MONITOR MANUAL FOR MONITOR SCHEMATIC DIAGRAM