

AUDIO ALARM BACKS UP CAR WARNING LIGHTS OR METERS

*Easy-to-build circuit sounds an alarm
so you won't miss your car's visual warning.*

PEOPLE often fail to notice immediately when a red indicator on the dashboard of a car lights to warn that service is required. The "Audible Car Protection Alarm" described here corrects this problem by simultaneously issuing an audio signal when a dashboard warning indicator is activated. It can spell the difference between a minor and a major car repair, or even save lives.

When any one or more of the warning indicators in your vehicle lights, the audio alarm sounds an insistent beeper. Then you can check the indicators to determine what service is required.

In addition to serving as an automatic fault monitor, the alarm can also remind

you to turn off headlights and rear-window defogger. The system can easily be expanded to monitor dozens of points in a vehicle's or boat's electrical system.

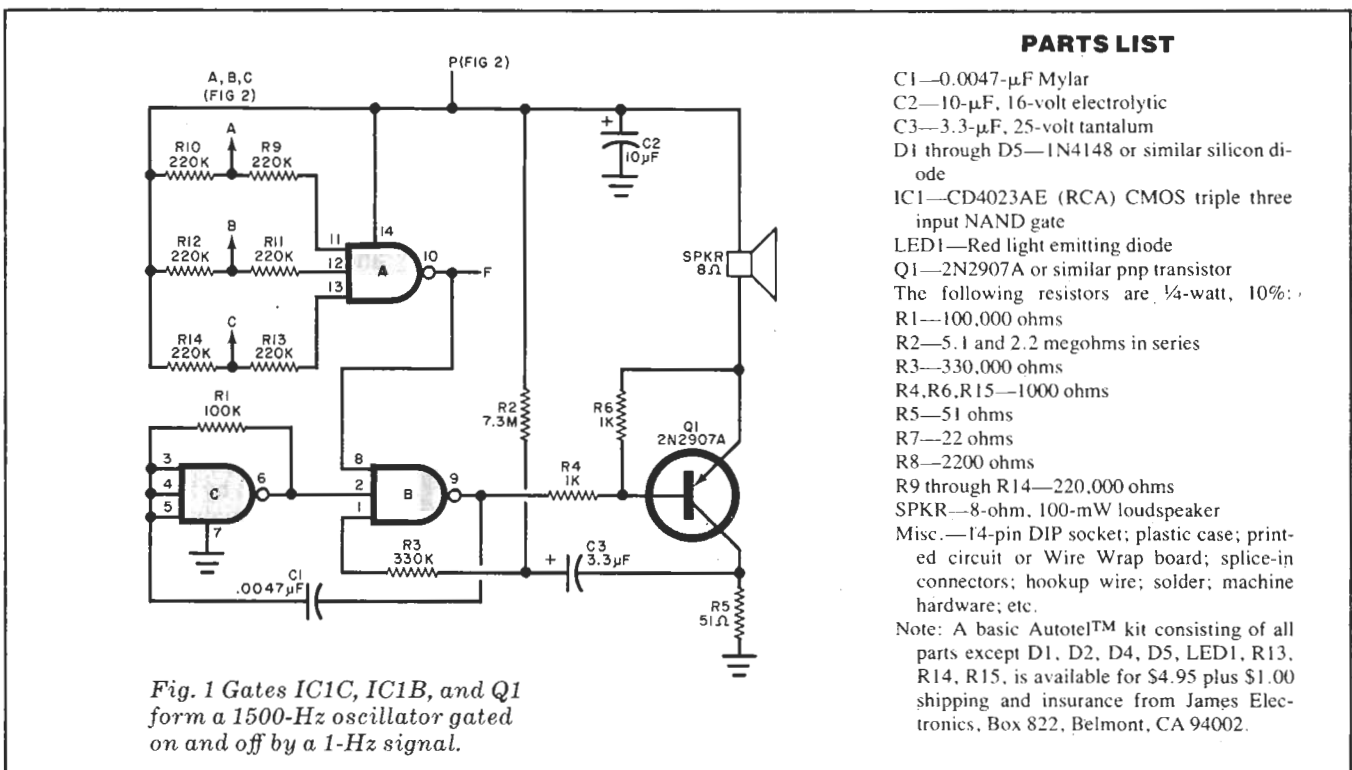
About the Circuit. As shown in Fig. 1, triple three-input NAND gate IC1 serves three separate functions. Section A operates as a conventional three-input NAND gate. If one or more of its normally high A, B, and C inputs goes low, the pin-10 output of this gate also goes high.

Section B, also used as a three-input NAND gate, has a 1500-Hz signal applied to its pin-2 input, a 1-Hz signal applied to its pin-1 input, and the output from section A of IC1 applied to its pin-8

input. Hence, when the output from section A goes high, the circuit oscillates at 1500 Hz and is gated on and off at approximately half-second intervals.

Section C of IC1 is configured as an inverting amplifier whose output is coupled back to its input via R1 and oscillates at a frequency determined by the values of R1 and C1.

The output of section B drives Q1, whose collector load is a conventional miniature 8-ohm loudspeaker. The combination of C3, R2, and R3 functions as the system's 1-Hz oscillator. Capacitor C3 charges through R2 and discharges through R3. This capacitor must be initially charged before the circuit can os-



PARTS LIST

- C1—0.0047-µF Mylar
- C2—10-µF, 16-volt electrolytic
- C3—3.3-µF, 25-volt tantalum
- D1 through D5—1N4148 or similar silicon diode
- IC1—CD4023AE (RCA) CMOS triple three input NAND gate
- LED1—Red light emitting diode
- Q1—2N2907A or similar pnp transistor
- The following resistors are ¼-watt, 10%:
 - R1—100,000 ohms
 - R2—5.1 and 2.2 megohms in series
 - R3—330,000 ohms
 - R4, R6, R15—1000 ohms
 - R5—51 ohms
 - R7—22 ohms
 - R8—2200 ohms
 - R9 through R14—220,000 ohms
- SPKR—8-ohm, 100-mW loudspeaker
- Misc.—14-pin DIP socket; plastic case; printed circuit or Wire Wrap board; splice-in connectors; hookup wire; solder; machine hardware; etc.
- Note: A basic Autotel™ kit consisting of all parts except D1, D2, D4, D5, LED1, R13, R14, R15, is available for \$4.95 plus \$1.00 shipping and insurance from James Electronics, Box 822, Belmont, CA 94002.

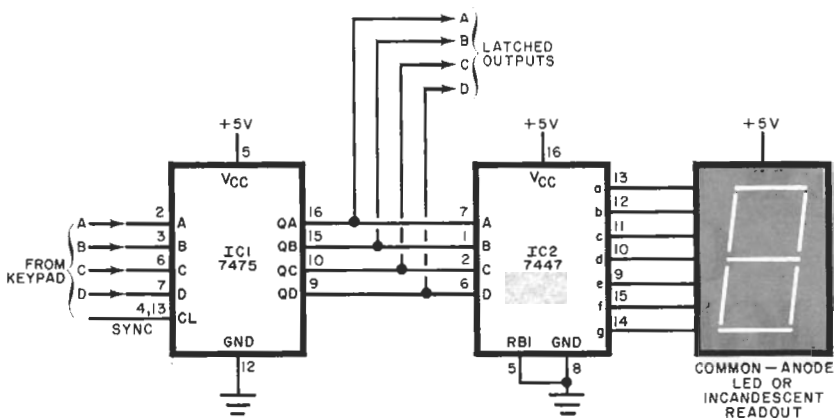


Fig. 11. Latched output for a keypad.
Display is on a 7-segment LED readout.

added between the circuit and any external devices to be controlled. The actual circuit for the combination lock is shown in Fig. 10.

Operation of the lock begins with the reset mode. This is necessary because the reset can be initiated at any time in the event an incorrect digit is keyed. The output of a two-stage counter is decoded in the steering logic, and the BCD signals from the keypad are integrated into the counter's decoding logic so that a specific digit only can be passed through the enabling latches if both signals are coincident. It is mandatory that the four latches be set in the proper sequence (W,X,Y,Z) because any other combination will be defeated in the sequence detector.

A function table for the lock is given in Fig. 10. The 0 on the DEC IN line is the reset mode. The outputs of FF1 and FF2 assume a 0101 state. The FF1 and FF2 blocks are clocked flip-flops, with the clocking occurring on the trailing edge of the input pulse. The outputs of the keypad are fed to IC4, the outputs of which are selected to form the inputs to the associated NOR gates.

If the correct first digit is keyed in, line W goes to the high state, setting IC5A/IC5B. Both inputs to NOR gate IC7A are now low, setting the D input to FF3 (IC8A) to high.

The sync pulse from the keypad has once more clocked the counter. If the second digit is correctly keyed in, line X goes high and sets the IC5C/IC5D latch. This clocks a low to one input of (IC7B). Once again, the keypad is operated with the correct digit to cause the associated latch to operate and placing a high on the Y line. This puts a low on

the second input of IC7B. This sets the D input of IC8B to high.

The keypad is operated one more time with the final correct digit to set the Z line high. The Z latch clocks IC8B to change its output status. Either of the IC8B outputs can be used to interface to an external circuit.

If any of the four latches is set out of sequence, the clocking of IC8A and IC8B will be disrupted. The circuit is reset by operating the RESET switch.

Although the Fig. 10 circuit shows the use of a 1-to-10 decoder for the keypad input, a 1-of-16 decoder can be used for a hexadecimal input.

Switch Latch & Display. One difficulty with a keypad is that it is momentary. Once a key has been released, the action ceases. The addition of a quad latch, as shown in Fig. 11, will hold the switch outputs as long as dc power is applied. The IC1 quad latch is used to drive BCD-to-7-segment decoder/driver IC2 and a common-anode 7-segment LED display. This combination holds the last key depression and also produces a visible display of the digit depressed.

In Conclusion. In this article, we have described the major problems encountered when using mechanical switches—specifically keypad arrays—with digital circuits. We have offered some examples of how to deal with the problems and given hints on interfacing keypads with the electronic circuits. It is suggested that for further study and understanding of the material presented here you breadboard the circuits presented and do some experimenting on your own. ◇