



CURSOR CONTROLLER  
(JOYSTICK)

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## CURSOR CONTROLLER (Joystick), MGT 6000 Series

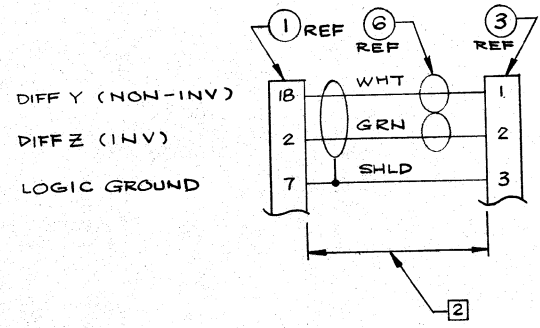
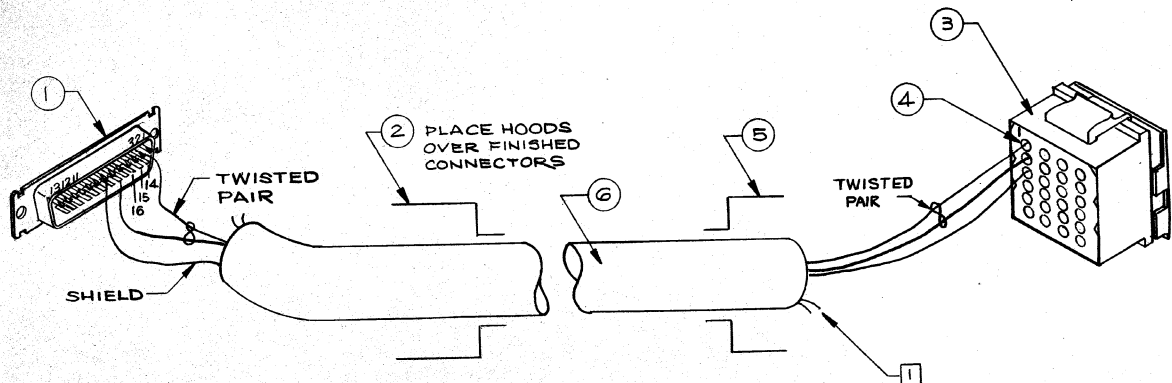
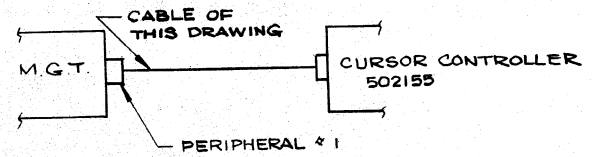
Cable Assembly Drawing #503671 adapts the Cursor Controller (Joystick) to the 6000 Series.

When used with a 6000 Series Colorgraphic Computer Terminal and Cable #503671 the Joystick operations are identical to the information contained in the Joystick manual, with one exception: only cursor Ø is defined.

Cable #503671 is designed to interface the Joystick to peripheral part #1 on the 6000 Series. For information regarding the peripheral part #1 consult the 6000 Series Theory of Operation Manual.

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REVISIONS			
LTR	DESCRIPTION	APVD	DATE
A	REL PER ECO# 020B	F. Lee	12-12-77



- NOTES:
- 1 CUT REMAINING 2 WIRES FROM CABLE BOTH ENDS.
  - 2 FINISHED CABLE LENGTH:
    - 01 4'±3"
    - 02 10'±6"
    - 03 SEE MARKETING CONFIGURATOR 1000'±10' MAX.

SEE SEPARATE L/M

QTY RECD	PART NO.	ITEM DESCRIPTION	ITEM NO.
LIST OF MATERIALS			

TOLERANCES		DO NOT SCALE DRAWING		RAMTEK	
UNLESS OTHERWISE SPECIFIED, REMOVE ALL BURRS & BREAK ALL SHARP EDGES.		SIGNATURES	DATE	MGT CURSOR CON- TROLLER CABLE ASSY	
.XX	.XXX	OWN	Henry Chan	12/13/77	DWG NO. 503671 REV A
MATL		CHK	[Signature]	12/15/77	
502155		ENG	[Signature]	12/15/77	
NEXT ASSY		APVD	[Signature]	12/17/77	

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## 1.0 INTRODUCTION

The Ramtek Cursor Controller is an interactive peripheral device used to position a cursor upon a video graphic display. The Cursor Controller consists of a joystick, four status switches (Enter, Track, Visible and Blink), four channel select switches, and power switch. The controller interactively positions the cursor via the joystick, controls cursor status with the Visible and Blink status switches and informs the CPU of current cursor coordinates and status by the Enter and Track switches.

The controller is designed to interface directly with Ramtek's GX100 and GX100B Multiplexer or 9000 Series Serial Link boards using the serial input channels. The Cursor Controller and Ramtek's Trackball operate with the Multiplexer or Serial Link in an identical manner. Both use serial transmission lines to send data to the display generator. The Multiplexer/Serial Link stores cursor coordinates and status while generating the cursor video image. The Cursor Controller does not store cursor coordinates, but issues increment/decrement commands which in turn update the cursor position on the screen. The rate of increment/decrement commands issued by the controller, (hence how fast the cursor moves on the screen), is directly proportional to the amount of displacement of the joystick from its center position.



FIGURE 1-1 JOYSTICK

## 1.1 JOYSTICK OPERATION

The controller is a directional "rate" device and not a positional control device. That is, when the joystick is moved in any direction from the center (at rest) position, the cursor begins to move slowly in the direction the stick was displaced. The further the joystick is displaced from center, the faster the cursor moves in that direction. When the joystick is held in a constant position, the cursor moves across the screen at a constant rate. Release of the joystick returns the stick back to its spring-loaded center position and stops cursor movement.

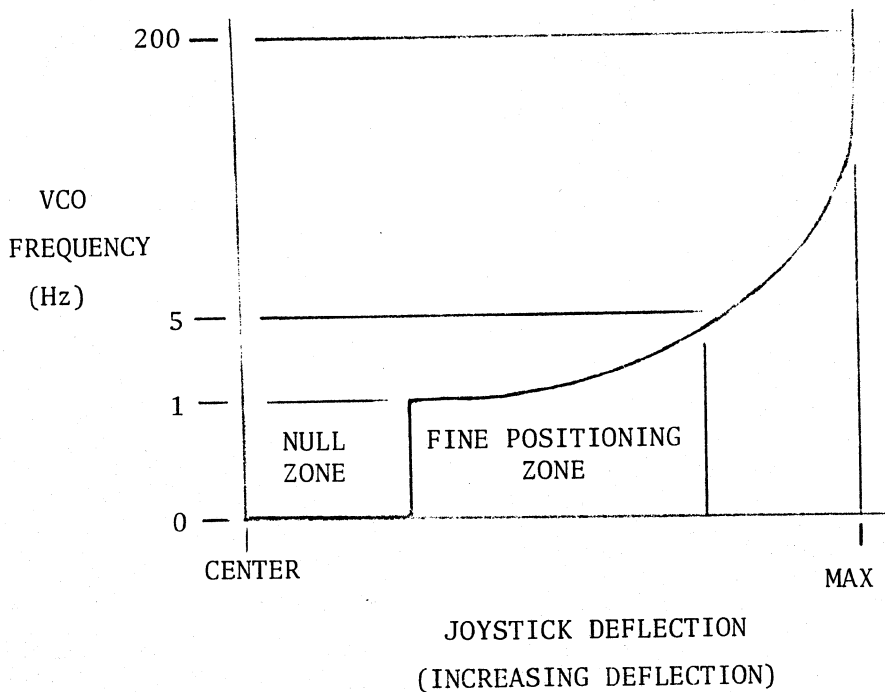
The joystick may be displaced at any angle even though it feels easier to move the stick directly up, down, right or left. When viewed from the front, the position of the stick corresponds exactly with the direction of the cursor movement:

Push the Stick:	The Cursor Moves:
Forward	Up
Backward	Down
Left	Left
Right	Right

The rate of cursor movement in any axis is infinitely variable from about 1 element/sec when the stick is barely displaced ( $\approx 5^\circ$  deflection) to a maximum of traversing the screen from one edge to the other in about 3 seconds (Full deflection). This mode of operation is used to move the cursor quickly from point to point.

A second mode of joystick operation allows one element cursor movement in any direction to easily and accurately position the cursor on a single screen element. To move the cursor one element only, the joystick is slightly displaced or "bumped". This action causes the cursor to move one element or line in the direction of joystick displacement. The cursor will not move any more elements until the stick is released and "bumped" again, or displaced further to start cursor movement as defined in the above mode.

This unique feature of Ramtek's cursor controller allows the operator to be assured of moving the cursor one and only one element in any direction for ease in accurate positioning. The joystick displacement versus rate of cursor movement curve is not linear but exponential in nature as shown below.



There exists a small null zone around the center (at rest) position of the stick so that minimal displacements do not cause cursor movement. This prevents the cursor from "creeping" on the screen when the stick is centered. The null zone also allows the cursor controller to be used without bothersome trim adjustments to worry about and to compensate for drift effects.

## 1.2 POWER SUPPLY REQUIREMENTS

105 - 135 VAC	47 to 440 Hz	½ Amp max.
---------------	--------------	------------

210 - 250 VAC	47 to 440 Hz	½ Amp max.
---------------	--------------	------------

Power is applied to the cursor controller by a lighted rocker switch on top of the unit. The supply is fused with the fuseholder on the back of the controller. The unit is supplied with a convenient 6 foot power cord.

## 2.0 INSTALLATION, MAINTENANCE AND OPERATION

### 2.1 INITIAL INSPECTION

Each Ramtek Cursor Controller is carefully inspected both mechanically and electrically before shipment. It should be physically free of marks or scratches and in perfect operating order upon receipt. To confirm this, the system should be inspected for physical damage in transit. Check major component assemblies to determine if any assemblies or screws have been loosened by vibration. Tighten any loose screws or mounting hardware as required. Inspect input receptacles for foreign material which may impair electrical contact when cable connections are made. Also, check for supplied accessories. If there is damage or deficiency, see the warranty contained in this manual.

### 2.2 INSTALLATION

The unit is self contained and may be mounted on a convenient table or desk within viewing range of the associated monitor.

Power is applied to the cursor controller through a 6 foot power cord of the conventional NEMA 3-wire system. The unit may be ordered for either 105-135 VAC ( $\frac{1}{2}$  amp fuse) or 210-250 VAC ( $\frac{1}{2}$  amp fuse), 47-440 Hz in line frequency. The fuseholder is on the rear of the unit.

### 2.3 CABLES AND CONNECTORS

The connector for the controller is found on the back of the unit.

It is a 24 pin Burndy:

Female P/N #SMS 24 R-1

its mate is:

Male P/N #SMS 24 P-1

The hood protector is suggested:

P/N #SMS 24 H-1

Using 24 gage wire, the connector pins are:

P/N #SM 20 ID 27

Refer to Table 2-1 for Burndy pin assignments.

Refer to Section 4-4 for schematic of cable drawing #502202.



## BURNDY PIN ASSIGNMENTS

<u>PIN ASSIGNMENT</u>	<u>FUNCTION</u>
1	Ch 1 Y-Inverting differential serial output
2	Ch 1 Z-Non-inverting
3	Logic common (for Ch 1 and Ch 2)
5	Ch 2 Y-
6	Ch 2 Z-
7	Logic Common
9	Ch 3 Y-
10	Ch 3 Z-
11	Logic Common
13	Ch 4 Y-
14	Ch 4 Z-
15	Logic common (Ch 4)
22	+5V Test Point
23	Chassis (Earth) Ground
24	Logic Ground

TABLE 2-1

## 2.4 CONTROL

### STATUS SWITCH OPERATION

Four status switches determine the status of the cursor on the screen and inform the CPU of current cursor coordinates.

These switches are:

**Visible**                This alternate action switch turns the cursor on and off. Cursor coordinates are not affected by the position of this switch.

**Blink**                 The Blink switch is an alternate action switch that, when on, causes the cursor to blink at approximately a one-per-second rate. When Blink is off, the cursor remains steady on the screen. Cursor coordinates remain unaffected by Blink.

**Enter**                 Enter is a momentary switch which causes current cursor coordinates and status to be sent to the CPU regardless of the position of any status switch or the position of the joystick. If the Enter switch is held on, the cursor controller ceases to function until the switch is released. As soon as Enter is released, the cursor controller resumes normal action.

**Track**                 When on, this alternate action switch causes every new coordinate to be entered into the CPU. Every movement of the cursor is defined to be a

Track  
(Continued)

change in coordinates. When the Track switch is off, the cursor still moves on the screen, but the coordinates are not issued to the CPU.

#### ALTERNATE ACTION SWITCHES

Visible

Blink

Track

Changing the condition of any of these switches will cause one word to be issued from the cursor controller *if the enter switch is not depressed*. A change in condition is defined as moving any switch from its present position to its alternate position (i.e., from off to on *or* from on to off).

The word issued will contain the new status of all three switches with all joystick bits zero and the enter bit zero.

0	0	0	0	0	T	B	V
---	---	---	---	---	---	---	---

+x    -x    +y    -y    E

#1

#### MOMENTARY SWITCH

Enter

Pressing the Enter switch unconditionally causes one word to be issued from the cursor controller. The word issued will contain the Enter bit set along with the current status of Track, Blink

and Visible, while all joystick bits will be zero, as in #2 below. Further transmission of *any* word is inhibited until the Enter switch is released.

0	0	0	0	1	T	B	V
---	---	---	---	---	---	---	---

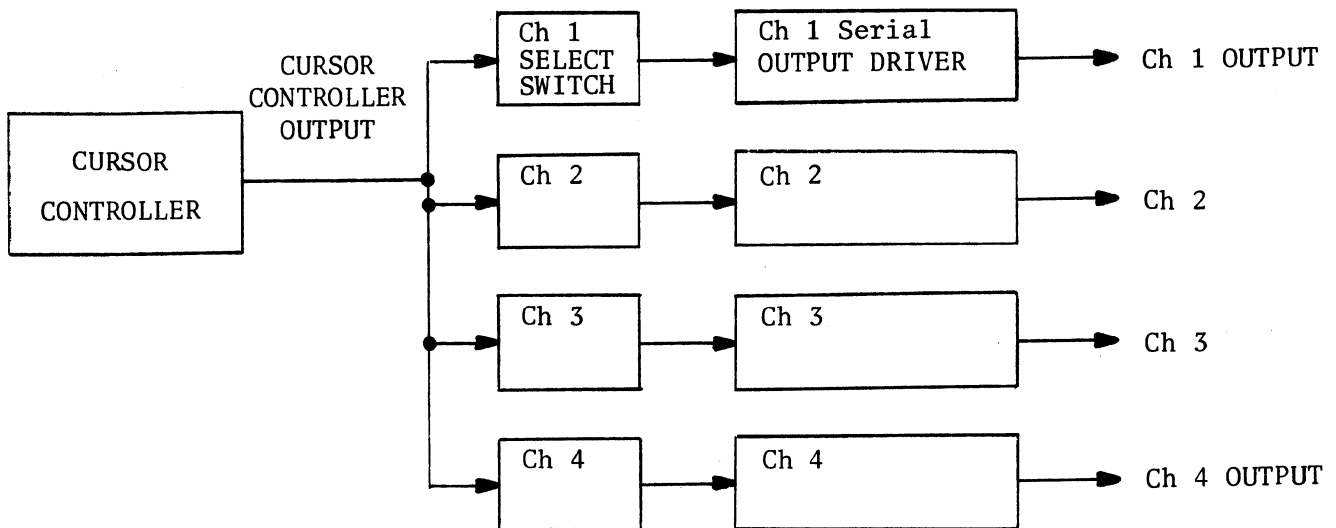
+x   -x   +y   -y   E

#2

Note that if the Enter switch is held down and other status switch positions are changed, the change in condition of these other switches will not be sent until the Enter switch is released. A word is always issued upon release of the Enter switch of the form of #1 above.

#### CHANNEL SELECT SWITCHES

Using the four channel select switches, the operator can control up to four cursors simultaneously with one cursor controller unit. These alternate action switches cause the output of the controller to be distributed to the output channel(s) selected by the switches. When a switch for any channel is on, the output of the controller appears on the serial output for that channel. When the switch is off, the serial output for that channel goes to an idle or no transmission mode. The following block diagram depicts the 4 output channels that could correspond to four multiplexer/serial link inputs:



Any combination of switches can be "on" simultaneously including all "on" or all "off."

A word of caution in using the status select switches.

The channel select switches should *NEVER* be changed while moving the cursor with the joystick or while switching the status switches. Since the controller operates with a serial output line, changing the channel select switches while the unit is transmitting may cause unpredictable results of cursor movement or status.

As long as the joystick is centered and the status switches are stationary, the channel select switches can be changed at will with no effects. Power does *not* need to be off to change the channel select switches.

## 2.5 REPACKING FOR SHIPMENT

The following paragraphs contain a general guide for repackaging of the Ramtek Cursor Controller for shipment. It is recommended that the original packing material be retained. Instructions are given if original or new packing is to be used.

The purchaser must obtain prior approval from RAMTEK to return equipment to be repaired at the factory in California.

If the equipment is to be shipped to RAMTEK for service or repair, attach a tag to the chassis identifying the owner and indicate the service or repair to be accomplished. Include the model number and full serial number of the equipment. In any correspondence, identify the equipment by model number and serial number.

If the original container is to be used, proceed as follows:

- a. Place chassis in original container as previously packed.
- b. Ensure that container is well sealed with strong tape or metal bands.

If original container is not available, proceed as follows:

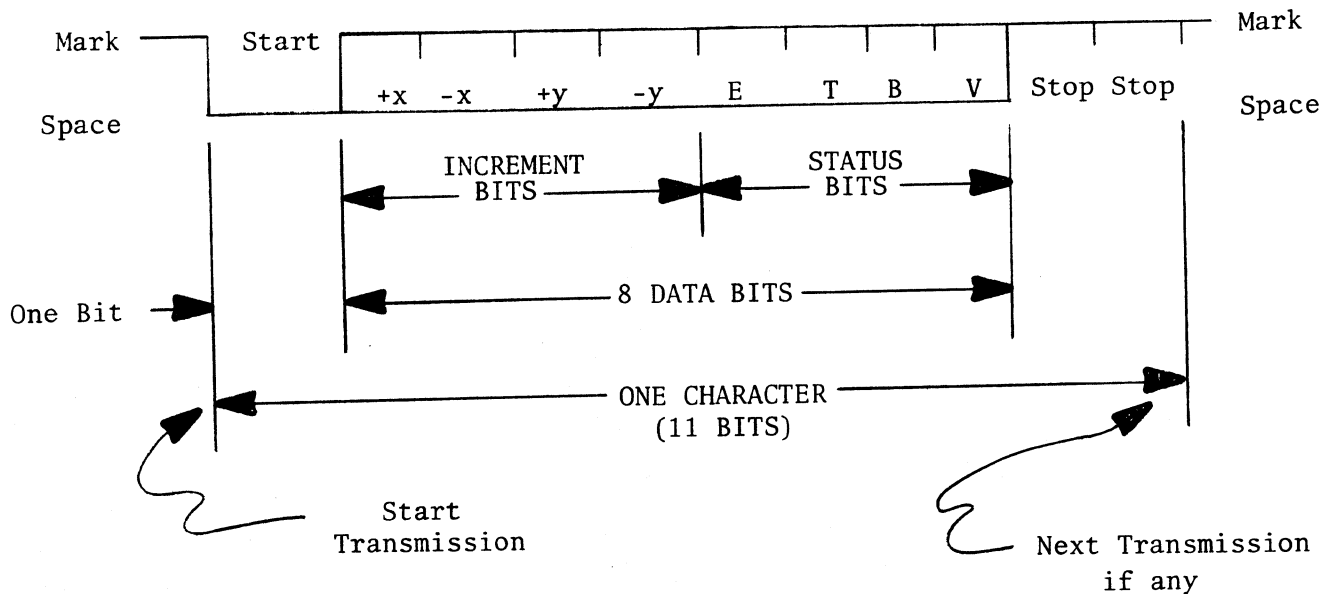
- a. Wrap chassis in heavy paper or plastic before placing in an inner container.
- b. Place packing material around all sides of chassis and protect connectors and panel face with cardboard strips.
- c. Place equipment and inner container in heavy carton or wooden box and seal with strong tape or metal bands.
- d. Mark shipping container with "DELICATE INSTRUMENT", "FRAGILE", etc.

### 3.0 THEORY OF OPERATION

#### 3.1 SERIAL TRANSMISSION DEFINITIONS

##### 3.1.1 TRANSMISSION FORMAT

The output of the cursor controller is a differential serial line with the following output character format:



The Start Bit is shifted out first, Stop Bits last.

One character transmitted from the cursor controller consists of 11 Bits:

- 1 Start Bit
- 8 Data Bits, and
- 2 Stop Bits.



Parity checks are not possible as the controller does not generate parity. A parity bit for the controller cannot be specified. There are always two stop bits.

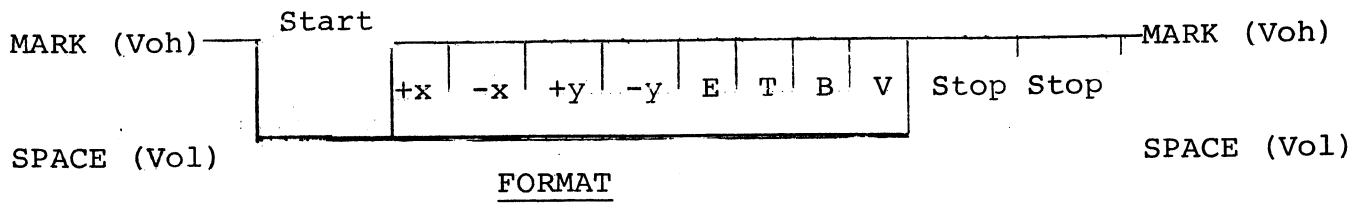
The controller transmits at 9600 baud. This means that the data bits are serially shifted out at 9,600 bits/sec. The maximum character rate of the controller then is:

$$\begin{array}{rcl} \text{CHARACTER RATE} & = & 9600 \text{ Bits/Sec} \\ \text{Max} & & \frac{\sim}{11 \text{ Bits/Char}} \approx 873 \text{ Char/Sec} \end{array}$$

Although the maximum character rate is 873 char/sec, the actual rate at which the controller outputs characters is dependent upon how far the joystick is displaced. Typically when the joystick is displaced to its limit in any direction, the controller transmits about 200 char/sec maximum.

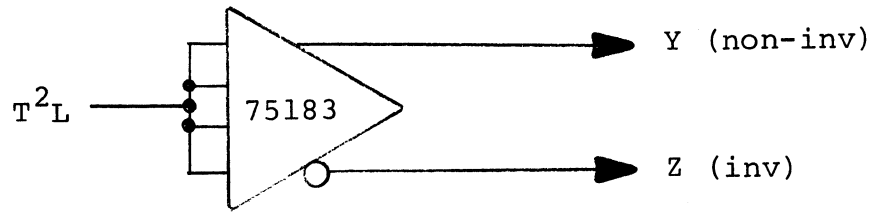
### 3.1.2 TRANSMISSION DEVICE

The controller uses dedicated TTL level differential drivers for each output channel, each driver capable of driving up to 1,000 feet of shielded, twisted-pair cable. The signals are truly differential with the driver using a single +5V supply. (Output levels of the drivers are shown in the following example with the transmission format given as a reference:)



MARK (Voh)	$\frac{Y \text{ (non -inv)}}{\text{HIGH}}$	$\frac{Z \text{ (inv)}}{\text{LOW}}$
SPACE (Vol)	LOW	HIGH

OUTPUT LEVEL TABLE - TTL LEVELS

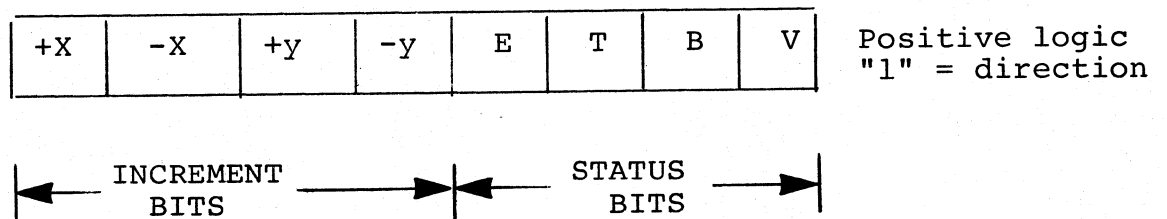


DRIVER STRUCTURE

The output drivers are Texas Instruments Type SN75183 dual line driver or equivalent. See Texas Instruments specifications for more detailed information on the driver characteristics.

### 3.1.3 OUTPUT WORD FORMAT

The output word of the cursor controller contains 8 data bits defined by the following diagram.



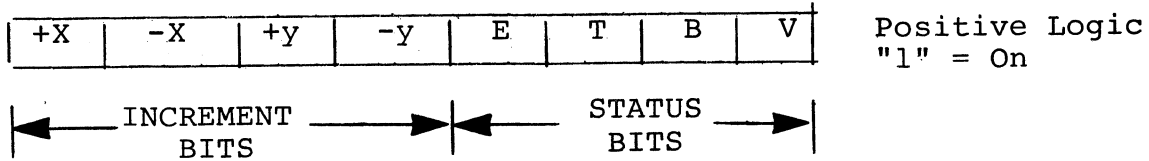
### 3.1.4 INCREMENT BITS

These four bits are valid only during displacement of the joystick. They indicate direction of cursor movement.

- +X (Right) Indicates the cursor should move one high resolution element to the right. If the cursor controller is connected to a low resolution display system, two words will be required to move the cursor one low resolution element.
- X (Left) Indicates the cursor should move one high resolution element to the left. Again, two words are required to move the cursor one low resolution element. Note that the +X and -X bits are never set simultaneously.
- +y (Up) Indicates cursor movement one high resolution line up the screen. Two words are required to move the cursor up one low resolution line.
- y (Down) Indicates cursor movement one high resolution line down the screen. Again, two words are required to move the cursor down one low resolution line. Note that the +y and -y bits are never set simultaneously.

Both X (horizontal) and y (vertical) motion commands can occur simultaneously in one word. However, due to the asynchronous rates generated by the joystick and the internal timing circuits, simultaneous occurrence is rare.

## OUTPUT WORD FORMAT



(REPEAT)

### 3.1.5 STATUS BITS

The status bits are always valid for every word transmitted by the cursor controller. They indicate current positions of the status switches.

**E (Enter)** Indicates the "enter" switch has been pressed on the cursor controller. Causes an interrupt to be generated in the multiplexer/serial link causing cursor coordinates to be entered into the CPU.

**T (Track)** Indicates the "track" switch is on. Causes an interrupt to be generated in the multiplexer/serial link only if one of the increment bits is set (indicating the joystick is being used). Interrupts are not generated for changes in status switches.

**B (Blink)** Indicates the "blink" switch is on. Causes the cursor to blink at approximately a one per second rate.

**V (Visible)** Indicates the "visible" switch is on. Makes the cursor appear on the screen.

### 3.2 SYSTEM BLOCK DIAGRAM

Refer to Figure 3-1, System Block Diagram - for the following discussion.

Serial transmissions from the cursor controller are directed by the sequencer, so all logical discussion should revolve around the sequencer. The sequencer normally sits in the idle state waiting for a change in status or an interrupt request from the joystick.

When one of the status switches is touched and a change in status is seen by the sequencer, the sequencer loads the serial transmission device with current status data, acknowledges the change in status, then waits until the transmission is complete. When transmission is done, the sequencer returns to the idle state and waits for another change in status or an interrupt request from the joystick.

If there is no pending change in status to be transmitted when the joystick is moved and gives an interrupt request to the sequencer, the sequencer loads the serial transmission device with the proper joystick data (depending upon whether the interrupt came from x or y) and also loads current status data, acknowledges the interrupt request, then waits until the transmission is complete. Upon a complete transmission, the sequencer again returns to the idle state and waits for another change in status or an interrupt request from the joystick.

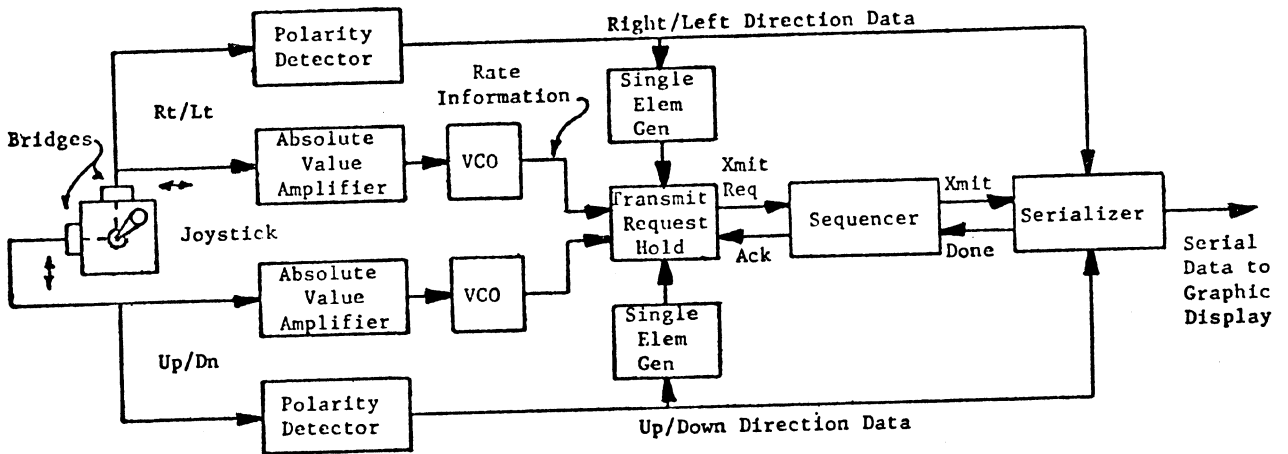


FIGURE 3-1 SYSTEM BLOCK DIAGRAM

Note that the change in status loop of the sequencer has priority over joystick data. In other words, if a change in status and an interrupt request from the joystick come up simultaneously, the sequencer will always service the change in status first and then the interrupt requests because a change in status is more important than joystick data.

Note also that while the sequencer is servicing an interrupt, another interrupt can occur and the sequencer will attend to it as soon as the current word has been successfully transmitted. No interrupt requests will be lost as long as the requests do not occur more frequently than the time it takes to shift out two serial words. Two words are specified because if the joystick is displaced at a  $45^{\circ}$  angle, the sequencer will usually alternate between shifting out words with X data and words with Y data, so maximum X requests can occur only every other word. Similarly Y requests can occur only every other word as a maximum rate.

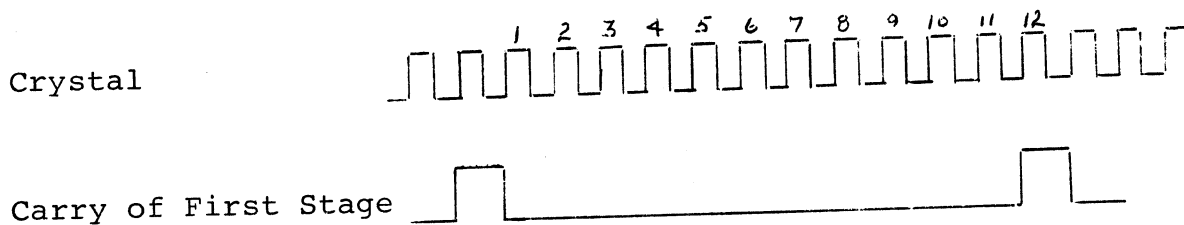
If these maximum interrupt request rates are exceeded, requests will be lost, but the words shifted out will not be distorted. Words will not be overwritten or destroyed due to the sequencer waiting until an entire word has been shifted out before the next request is serviced.

### 3.3 LOGIC DESCRIPTION

#### 3.3.1 CURSOR CONTROLLER (Ref. Dwg. #501879, Sh. 2)

The system clock, BAUDCLK, hereon referred to as simply "CLOCK", is generated by a 921.6 KHZ crystal oscillator and three 74161 binary counters which divide the crystal frequency down to the baud rate desired. The counters are wired to count synchronously between states to allow all counter outputs to be synchronous to each other.

The first stage divides the crystal frequency by 12 (twelve) so that the carry output is one crystal frequency cycle wide occurring every 12 cycles.



The second and third stages count the number of carry outputs of the first stage such that a square wave of the following frequencies are obtained from their outputs:



<u>STAGE</u>	<u>PIN</u>	<u>FREQUENCY (KHZ)</u>	<u>BAUD RATE</u>	<u>COMMENTS</u>
1	15 (Carry)	76.800KHZ	-	921.600KHZ 12= 76.800KHZ
2	14	38.400	-	
2	13	19.200	-	<u>Period (s)</u>
2	12	9.600	9600	104.167 s
2	11	4.800	4800	208.333
3	14	2.400	2400	416.667
3	13	1.200	1200	833.333
3	12	.600	600	1,666.667
3	11	.300KHZ	300	3,333.333 s

The minimum baud rate allowable without overrun of interrupt requests will be discussed in the serial transmission section.

The  $\Delta$  status section of logic provides glitch free status data for transmission and generates the change in status transmission request for the sequencer.

The nand gate latch inputs (1E, 1F) are connected directly to the status switches. 1E and 1F clean up switch contact bounce. The two sets of 74LS174 D flip-flops and the 74S85 comparator essentially act as a synchronous edge detector. Refer to one of the D flops as the "is now" flop and the other as the "was" flop.

If the status switches are unmoved, what "was" is equal to "is now" and the comparator output remains equal causing CHGSTAT to

remain low. This is the steady state condition for no change in status.

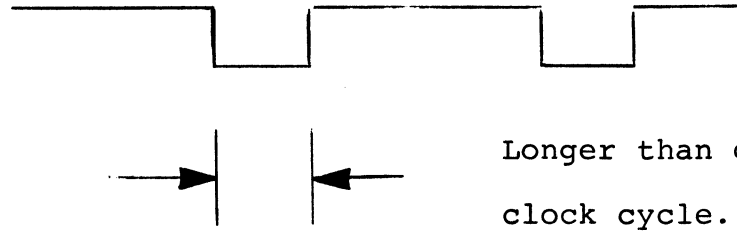
When a status switch is changed, what the status switch "was" is no longer equal to what the status switch "is now" and the comparator output goes low causing CHGSTAT to go high and set the STATREQ 74LS109 JK flip-flop (3D6). The sequencer will recognize this set flop as a change in status and cycle accordingly. The STATREQ flop is reset by the sequencer with the one clock wide signal ACKSTAT.

Note that CHGSTAT is a one clock wide pulse only and not a level. The comparator will be at the unequal for only one clock cycle until what "was" catches up again with what "is now".

The  $\Delta X \Delta Y$  section of logic generates the interrupt requests from the joystick and provides the necessary gating of the increment data.

CHGX is a synchronous negative edge detect of the interrupt line, INTX, from the joystick. INTX is a variable frequency TTL level signal whose frequency is dependent upon the amount of deflection of the joystick. If the joystick is centered, INTX does not transition. INTX can be of any duty cycle as long as its "off" time is longer than one clock cycle.

INTX



Longer than one  
clock cycle.

If INTX transitions from high to low, CHGX pulses and sets the XREQ flip-flop (3E6). The sequencer will recognize the set flop as an interrupt request from the joystick and cycle accordingly. The sequencer resets CHGX with the one clock wide signal ACKINT. Having XREQ set gates the x direction increment data RIGHT and LEFT to the serial transmitter. If the XREQ flop is not set, x direction data is not transmitted.

This discussion also applies for the y direction. Note that XREQ and YREQ are or'ed together to become INTREQ, the actual interrupt request line to the sequencer.

The sequencer processes and services all change in status and interrupt requests and loads the serial device for transmission.

The sequencer consists of a state controller from #0501877(3C) and two JK flip-flops (4C) labeled "A" and "B".

On the sequencer flow chart, refer to the circles as states, with state indicated by a two digit binary code. The idle state then becomes state 0 with the wait state being state 3. The right digit of the state designation refers to the condition of

flip-flop "A" while the left digit is the condition of flip-flop "B".

The prom directs which state the flip-flops should move to on the next clock cycle through the signals SETA, SETB, AND +RESET. It determines which line to activate by examining which state the flops are currently in, if there are any interrupt requests, and if the transmitter has finished transmission of the last word.

The prom examines the current state of the flip-flops through signals FLOPA and FLOPB. It checks whether any change in status or interrupt requests exist through the previously discussed signals STATREQ and \*INTREQ, and it knows when the transmitter is finished through the signal \*DONE.

The sequencer acknowledges change in status and interrupt requests, and loads the transmitter by decoding the state of the flip-flops in the prom. \*ACKSTAT is a one clock wide signal which acknowledges change in status requests while \*ACKINT acknowledges interrupt requests. The transmitter is loaded with data for transmission by signal "\*XMIT" which is also one clock cycle wide.

It is easiest to troubleshoot the sequencer using the sequencer flow chart and the logic diagram. For instance, if FLOP a = 1 and FLOP B = 0, then the signals \*XMIT' and "\*ACKINT" should be active. (i.e., "\*XMIT" = "\*ACKINT" = 0)

The serial transmission section assembles data from the STATUS and X Y sections into a word and provides this serial word to the output drivers for transmissions.

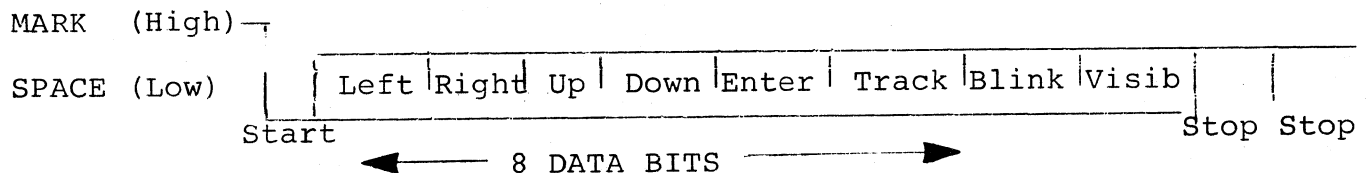
The serial transmission section consists of an 8 Bit shift register (74166), an end of transmission counter (74161) a JK flip-flop (74LS109) and a nand gate.

The \*XMIT signal from the sequencer controls the shift register with a low causing a load and a high enabling transmission. The nand gate and the JK flop act as a ninth bit to the shift register in which the start bit is loaded.

A serial word contains 11 Bits of data, one bit being one clock cycle long. The 11 Bits are:

- 1 Start Bit
- 8 Data Bits, and
- 2 Stop Bits

Signal DATA has the following format:



Signal DATA remains high (Marking) when a word is not being transmitted. This is obtained by continually running the shift register at all times and putting in a high on the shift register's serial input, Pin 1.

The end of transmission counter controls the length of word outputted. The counter is loaded with signal \*XMIT and the carry output ENDXMIT is used to inform the sequencer that the entire word has been transmitted including two stop bits.

### 3.3.2 DETERMINING MAXIMUM TRANSMISSION SPEEDS

When fully displaced, the joystick generates about 200 interrupts per second per axis. Since the sequencer usually alternates between outputting x and y words, the maximum transmission speed required to fully support the joystick is about 400 words per second. Since one word consists of 11 Bits, a list can be compiled of baud rates versus the maximum word rate that baud will support. Simply divide the baud rate in bits/sec by 11 Bits/word to obtain the maximum word rate for each baud.

<u>BAUD RATE</u> <u>(BITS/SEC)</u>	<u>WORD RATE</u> <u>(WORDS/SEC)</u>
9600	873
4800	436
2400	218
1200	109
600	56
300	27

It is obvious from the above chart that to utilize the joystick to its fullest capability, the baud rate should not be lower than 4800 baud. However, the cursor controller can operate with baud rates less than 4800 baud, but the cursor will move slower when the joystick is fully displaced.

Note that one word is required to move the cursor one element or one line so that at 300 baud it would require about 20 seconds to get across a high resolution screen.

The drive logic is used to convert the serial output of the serial transmission logic into the differential signals compatible, with the GK100, GK100B Multiplexer Cards and the 9000 Serial Link CARDS. The outputs are selectable with the channel select switches.

When a channel is de-selected, the serial line must remain in the no-transmission or marking (High) state. The pullups on the 75183 insure that this condition is held when the switch for that channel is off. When the switch is on, the signal DATA is routed to the driver and transmission takes place.

Power on reset \*PØWER resets the sequencer to the idle state, resets the interrupt requests from the joystick to zero, sets the status request to one so that the present status will be transmitted upon power on and sets the serial output to the marking (High) or no transmission state.

### 3.3.3 JOYSTICK CONTROLLER (Ref. Dwg. #501987, Sh. 1)

The logic depicts the formation of DOWN, UP, RIGHT, and left along with increment X and Y signal generation. The signals after being derived from differential amplifiers are driven through an inter connect cable to the Cursor Controller logic, Dwg. #501879.



## 4.0 CIRCUIT DIAGRAMS

### 4.1 INTRODUCTION

This section contains the circuit/logic diagrams to aid in operation and maintenance of the Ramtek Cursor Controller.

General schematic notes and an explanation of the terms and symbols which apply to all the schematic and assembly drawings are shown in Figure 4-1. In general, the drawings conform to MIL-STD-806C and ANSI Y32.14.

Components such as resistors, capacitors and transistors are shown with part numbers on the schematic, all other logic elements are labeled with a three digit *type* number. *Type* numbers have been assigned as follows:

000-999 AND gates

100-199 NAND gates

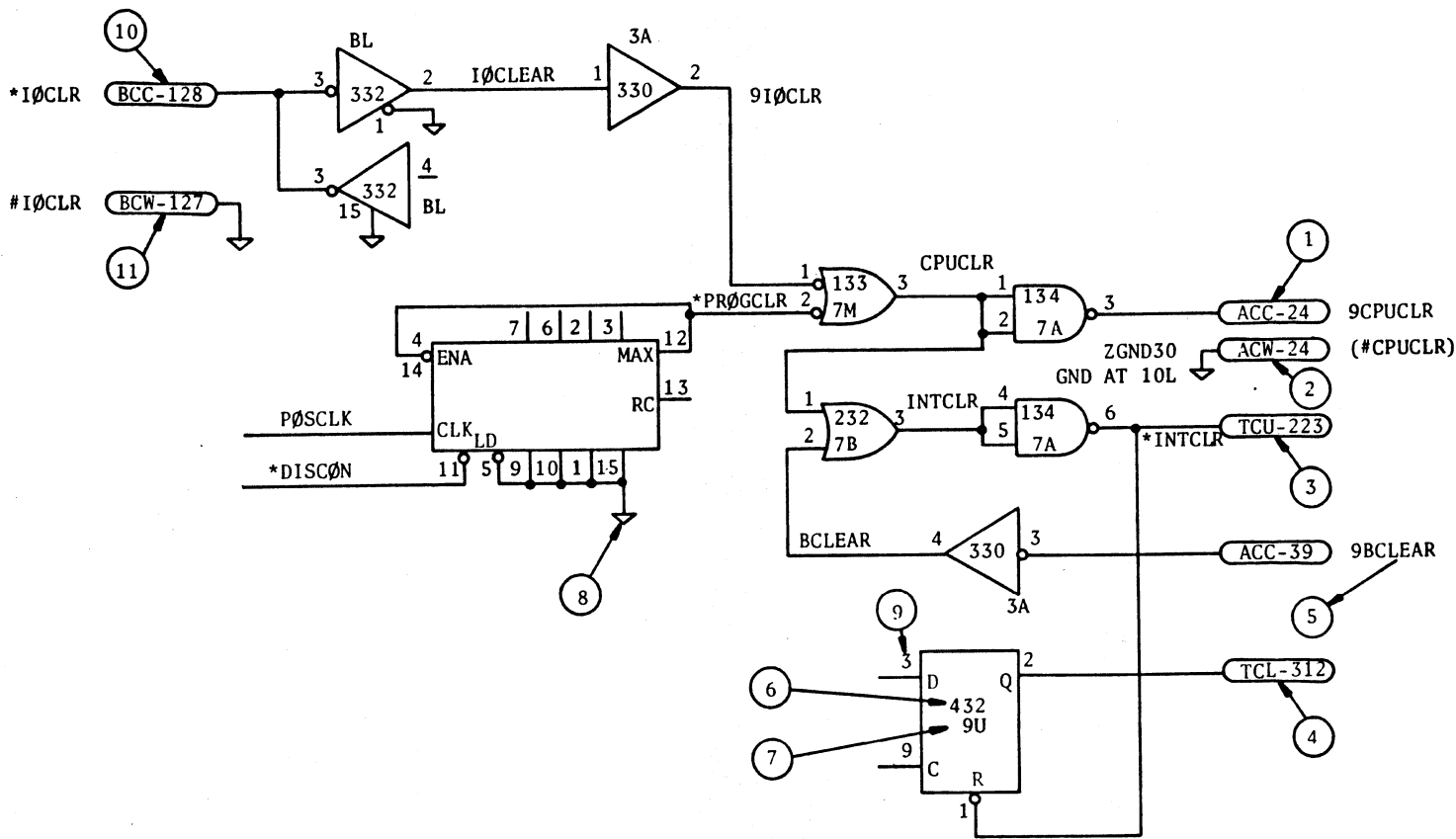
200-299 OR gates

300-399 NOR gates, inverters, drivers  
and receivers

400-499 Flip-flops and memories

500-599 LSI and MSI components

700-899 Special components



**LEGEND:**

- |   |   |
|---|---|
| ① "A" connector component side, pin number.     | ⑦ Device location.                              |
| ② "A" connector non-component side, pin number. | ⑧ Signal ground.                                |
| ③ Test connector upper, pin number.             | ⑨ Pin number on device                          |
| ④ Test connector lower, pin number.             | ⑩ "B" connector component, pin number.          |
| ⑤ Term name.                                    | ⑪ "B" connector non-component side, pin number. |
| ⑥ Device type number.                           |   |

**TYPICAL SCHEMATIC NOTES**

**FIGURE 4-1**

The three digit IC *type* numbers shown on the schematic diagrams are identical to the last three digits of the Ramtek part number for the same type.

#### 4.2 REPLACEABLE PARTS

This section contains information for ordering replacement parts. Lists of materials for all the major assemblies are included in Section 4-4 of this manual. The lists of material includes the Ramtek part number, description and quantity.

#### 4.3 ORDERING INFORMATION

To obtain replacement parts, address order inquiry to Ramtek Corporation, 585 N. Mary Avenue, Sunnyvale, California 94086. Identify parts by their Ramtek part numbers listed in the column headed "Part Number." Include equipment model number and serial number.

#### 4.4 LOGIC CONFIGURATIONS

Assy. Dwg. Cursor Controller - 501878

Cursor Controller Logic Schematic - 501879

Joystick Controller Rate/Direction Encode - 501986

Joystick Controller Rate/Direction Encode - 501987

Cable Assy. Max. Dist. to Joystick or Keyboard External - 502202

Wiring Diagram Cursor - 502159

Cursor Assembly - 502155

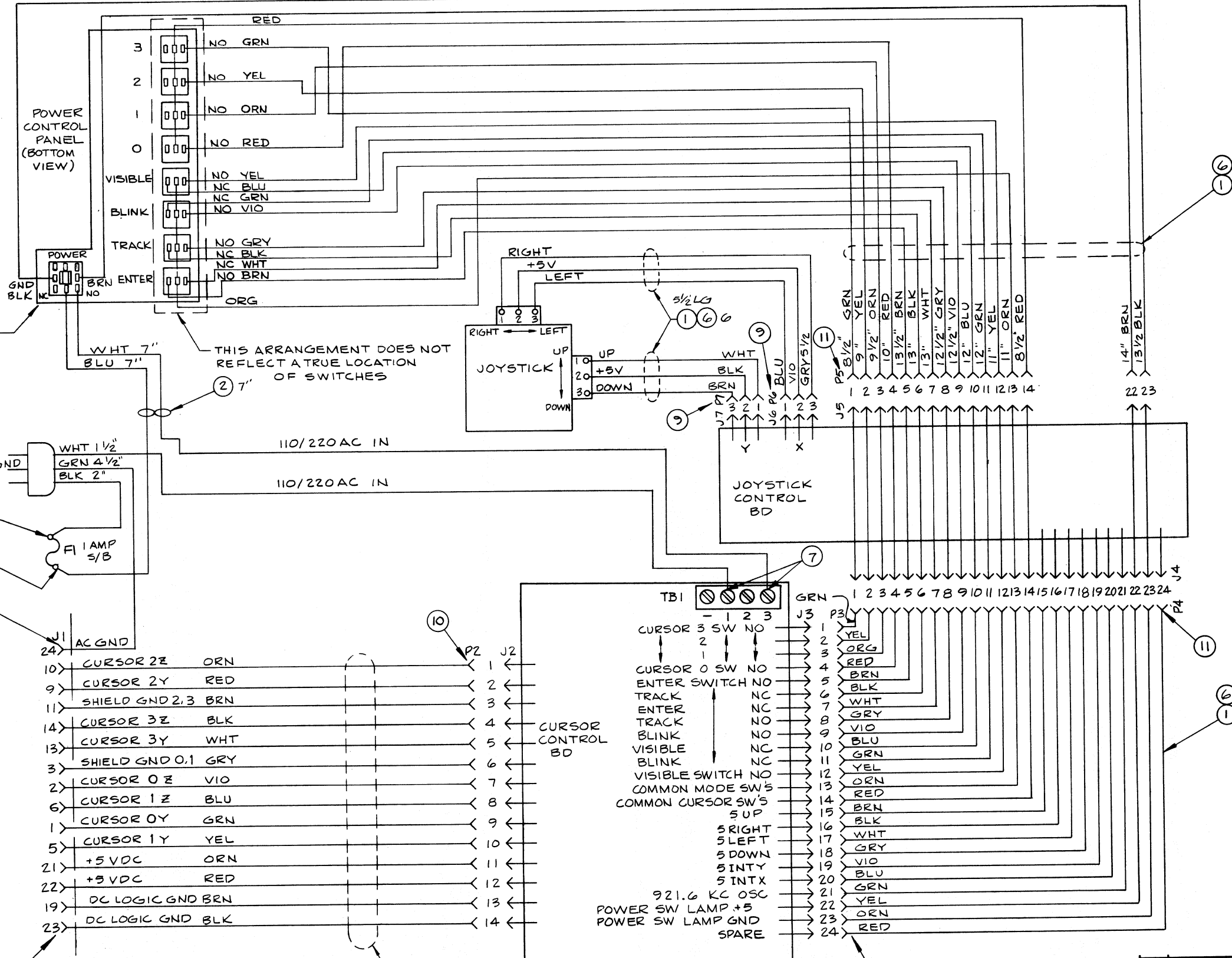
PRODUCTION ORDER						JOB NO:	
PREPARED BY:			ORIG REQUEST	PARTS AVAIL	BACK-ORDER		
	PRODUCTION UNITS (ASSY)						
	SCHEDULED		BEGIN				
PRODUCTION MGR:			COMPLETION				
ITEM NO	PART NUMBER	PART DESCRIPTION	PART REQMTNS			STD COST	
			EA	TOT	ISS	EA	TOTAL
1	3850102	CABLE, CONTOUR 50 COND	AR				
2		WIRE, TWISTED PAIR #22 GA	7"				
3							
4	8606101	TERMINAL, SLIP-ON	1				
5	8604040	CONT. SOCKETS, 26-24 GA <small>BURNDY 6024M-1027</small>	15				
6	8604047	CONT. SOCKETS, 20-22 GA <small>BERG 47439</small>	84				
7	8631103	TERMAL, RING	2				
8							
9	8601034	CONN, 3 PIN <small>BERG 65039-034</small>	2				
10	8601023	CONN, 14 PIN <small>BERG 65039-023</small>	1				
11	8601013	CONN, 24 PIN <small>BERG 65039-013</small>	3				
12	8601192	CONN QIKMATE <small>24 PIN BURNDY SMS 24R1</small>	1				
			TOTAL				
		SIGNATURES	DATE		RAMTEK		
ISSUED BY		DWN	9-2-75		TITLE: WIRING DIAG. CURSOR		
PARTS RCVD BY		CHK	11-17-76				
TO INVTY CRDS		ENG	11-17-76		REV SHEET DWG NO: 9 1 OF 1 502159		
TO ACCOUNT		APVD	11-17-76				
LIST OF MATERIALS							

RD 1000

PRODUCTION ORDER						JOB NO:		
PREPARED BY:		ORIG REQUEST		PARTS AVAIL	BACK-ORDER			
PRODUCTION MGR:		PRODUCTION UNITS (ASSY)						
SCHEDULED _____		BEGIN _____						
		COMPLETION _____						
ITEM NO	PART NUMBER	PART DESCRIPTION	PART REQMTS			STD COST		
			EA	TOT	ISS	EA	TOTAL	
1	502007	CURSOR ROUTING ASSY	1					
2	501924	CURSOR BASE	REF					
3	501925	CURSOR TOP	REF					
4	501986	JOYSTICK CONT. ASSY BD	1					
5	501878	CURSOR CONT ASSY BD	1					
6	502127	PANEL, CURSOR CONTROL	1					
7	502159	WIRING DIAG	REF					
8								
9	8601192	CONN, QIKMATE <sup>BURNDY</sup> SMS 24R-1	REF					
10	1040100	JOYSTICK - <sup>MEASUREMENT SYS</sup> 521	1					
11	2300031	FUSE HOLDER, <sup>BUSS</sup> HKP-HH	1					
12	2300022	FUSE 1A, S/B	1					
13	3852104	POWER CORD <sup>BELDEN</sup> 17407	1					
14	8603100	STRAIN RELIEF, <sup>HAYCO</sup> SR7P2	1					
15								
16		SCREW, <sup>FLT HD, X RECESS</sup> #2-56 X 3/8 LG SS	4					
17	9050048	SWITCH, MINI-PADDDLE <sup>C-H</sup> SC3CX185	7					
18	9050049	SWITCH, " " <sup>C-H</sup> SC3GX185	1					
19	9050051	SWITCH, ROCKER <sup>C-H</sup> SC2XE192-96	1					
20								
21		SCREW, <sup>FLT HD, X RECESS</sup> #8-32 X 3/8 LG SS	3					
22		FLT HD, X-RECESS <sup>#6-32 X 1/2 LG SS</sup>	1					
23		PAN HD, X RECESS <sup>#4-40 X 1/4 LG SS</sup>	4					
24		SCREW, <sup>FLT HD, X-RECESS</sup> #2-56 X 3/8 LG, SS	4					
25								
26		FLAT WASHER - # 4	4					
TOTAL								
SIGNATURES			DATE		<div style="text-align: right;"> <h1>RAMTEK</h1> <p>TITLE: CURSOR ASSY</p> <p>REV: C SHEET: 1 OF 1 DWG NO: 502155</p> </div>			
ISSUED BY		DWN	<i>RC</i>	8-15-75				
RCVD BY		CHK	<i>Don</i>	11-17-75				
TO INVTY CRDS		ENG	<i>Don</i>	11-17-75				
TO ACCOUNT		APVD	<i>Don</i>	11-17-75				

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REVISIONS			
LTR	DESCRIPTION	APVD	DATE
A	PLSE PER ECO #506573	RC	9-2-75
B	REV. PER ECO #506646	RC	10/10/75
C	REV. PER ECO #506833	M.M.	4/24/76
D	REV. PER ECO #506848	M.M.	5/17/76
E	REV. PER ECO #507019	F.L.	10/28/76
F	REV. PER ECO #507199	RC	1-5-77
G	REV. PER ECO #507316	F.L.	3-11-77



NOTE: "NO" AND "NC" SHOWN WITH THE POWER SWITCH IN THE "OFF" POSITION

THIS ARRANGEMENT DOES NOT REFLECT A TRUE LOCATION OF SWITCHES

SEE SEPARATE L/M

WIRE NO.	WIRE COLOR	TERMINAL	DESCRIPTION
24	AC GND	J1	AC GND
10	CURSOR 2Z	J2	ORN
9	CURSOR 2Y	J2	RED
11	SHIELD GND 2,3	J2	BRN
14	CURSOR 3Z	J2	BLK
13	CURSOR 3Y	J2	WHT
3	SHIELD GND 0,1	J2	GRY
2	CURSOR 0Z	J2	VIO
6	CURSOR 1Z	J2	BLU
1	CURSOR 0Y	J2	GRN
5	CURSOR 1Y	J2	YEL
21	+5VDC	J2	ORN
22	+5VDC	J2	RED
19	DC LOGIC GND	J2	BRN
23	DC LOGIC GND	J2	BLK

WIRE NO.	WIRE COLOR	TERMINAL	DESCRIPTION
1	YEL	J3	YEL
2	ORG	J3	ORG
3	RED	J3	RED
4	BRN	J3	BRN
5	BLK	J3	BLK
6	WHT	J3	WHT
7	GRY	J3	GRY
8	VIO	J3	VIO
9	BLU	J3	BLU
10	GRN	J3	GRN
11	YEL	J3	YEL
12	ORN	J3	ORN
13	RED	J3	RED
14	BRN	J3	BRN
15	BLK	J3	BLK
16	WHT	J3	WHT
17	GRY	J3	GRY
18	VIO	J3	VIO
19	BLU	J3	BLU
20	GRN	J3	GRN
21	YEL	J3	YEL
22	ORN	J3	ORN
23	RED	J3	RED
24	SPARE	J3	

QTY	PART NO.	ITEM DESCRIPTION	ITEM NO.
1		4" LG	14
1		3" LG	11
1		48	48
1		16	16

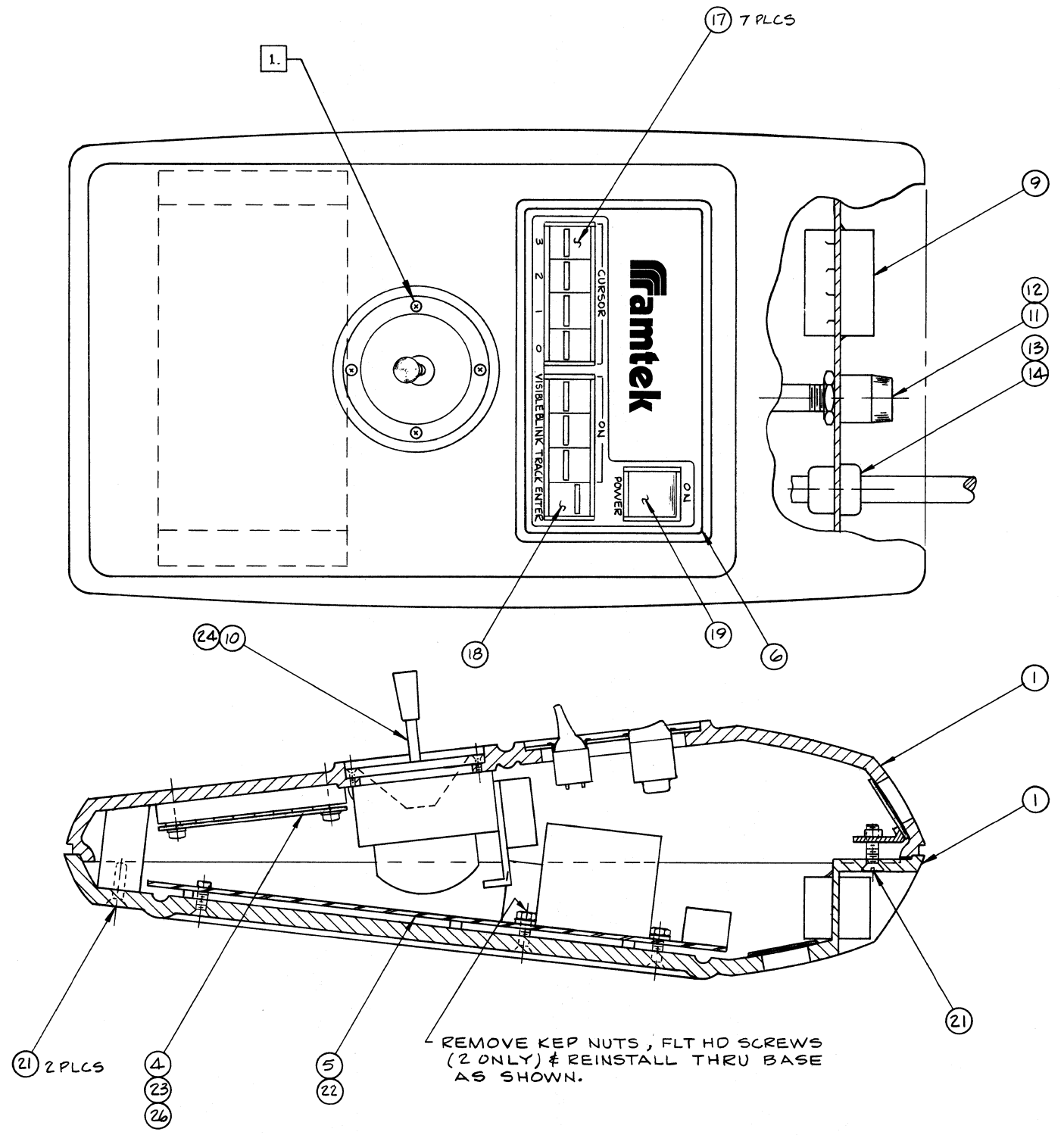
  

TOLERANCES		DO NOT SCALE DRAWING		RAMTEK	
UNLESS OTHERWISE SPECIFIED: REMOVE ALL BURRS & BREAK ALL SHARP EDGES.	SIGNATURES	DATE	9-2-75	WIRING DIAGRAM	
.XX .XXX ANG	DWN	RC	11-17-75	CURSOR	
MATL	CHK	ENG	11-2-75	SCALE 1/1	DWG NO.
FINISH	APVD	APVD	11-1-75	SHT 1 OF 1	502159
NEXT ASSY					REV G

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REVISIONS			
LTR	DESCRIPTION	APVD	DATE
A	RLSE PER ECO# 506375	<i>[Signature]</i>	8/3/75
B	REV PER ECO# 506848	<i>[Signature]</i>	5/17/76
C	REVISED PER ECO 507034	<i>[Signature]</i>	9-28-76

NOTES:  
 1. REMOVE & DISCARD 4 EACH, 2-56 x 1/4 FLAT HEAD MACHINE SCREWS SUPPLIED WITH JOYSTICK ASSY. INSTALL ITEM #16 OF L/M 4 EACH 2-56 x 3/8 FLAT HEAD MACHINE SCREWS.



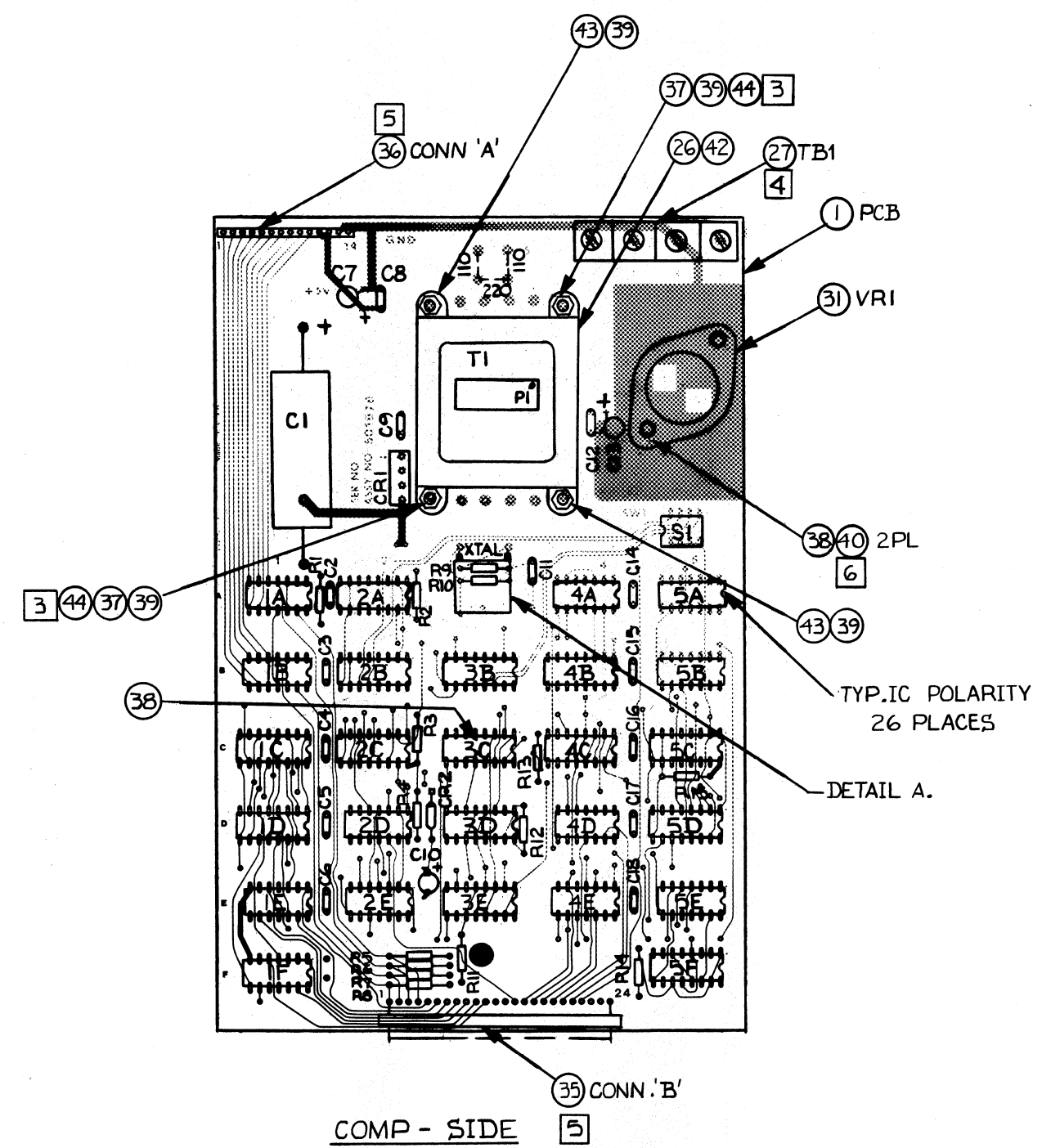
REMOVE KEP NUTS, FLT HD SCREWS (2 ONLY) & REINSTALL THRU BASE AS SHOWN.

QTY REQD	PART NO.	ITEM DESCRIPTION	ITEM NO.
LIST OF MATERIALS			

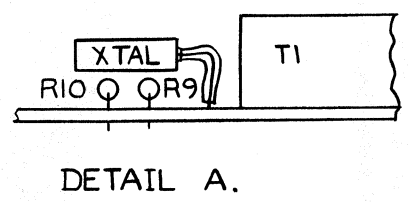
TOLERANCES		DO NOT SCALE DRAWING		RAMTEK	
UNLESS OTHERWISE SPECIFIED: REMOVE ALL BURRS & BREAK ALL SHARP EDGES.		SIGNATURES		DATE	
.XX <del>to</del> .XXX <del>to</del> ANG <del>to</del>		DWN	<i>[Signature]</i>	7/29/75	
FINAL	MATL	CHK	<i>[Signature]</i>	8/20/75	
NEXT ASSY	FINISH	ENG	<i>[Signature]</i>	8/20/75	
		APVD	<i>[Signature]</i>	11/17/76	
		SCALE 1/1		DWG NO. 502155	
		SHT 1 OF 1		REV C	

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REVISIONS			
LTR	DESCRIPTION	APVD	DATE
A	RLSE. PER ECO # 506573	RCL	8/21/75
B	REV. PER ECO # 506776	NITA	3/8/76
C	REV. PER ECO # 506858	JE.	7/12/76
	DCN INCORP # 311	T.CI	6/23/77



- NOTES:
1. ABOVE TRANSFORMER, SOLDER TWO VERTICAL JUMPER WIRES AS SHOWN FOR 110 VOLTS; SOLDER ONE HORIZONTAL JUMPER ONLY FOR OPTIONAL 220 VOLTS.
  2. INSTALL CLEAR VINYL SLEEVING ON BOTH LEADS OF CRYSTAL, RTV CRYSTAL TO PCB AS SHOWN IN DETAIL A.
  3. USE NYLON FLAT WASHERS ON CIRCUIT SIDE OF BOARD.
  4. CUT FLANGES OFF TERMINAL BLOCK BEFORE INSTALLATION.
  5. MOUNT CONN. A & CONN. B ON COMPONENT SIDE OF BOARD.
  6. ASSEMBLE ITEM NO. 38 & 40 (BRASS HARDWARE) ON ITEM 31 BEFORE SOLDERING.



QTY REQD	PART NO.	ITEM DESCRIPTION	ITEM NO.
LIST OF MATERIALS			

TOLERANCES		DO NOT SCALE DRAWING		RAMTEK	
UNLESS OTHERWISE SPECIFIED, REMOVE ALL BURRS & BREAK ALL SHARP EDGES.		SIGNATURES			
	.XX ± .XXX ± ANG ±	DWN	H. NGUYEN	11/28/77	ASSY DWG
		CHK	<i>Ron</i>	11/17/75	
502155	MATL	ENG	<i>Ron</i>	11/17/75	SIZE SCALE 1/1
NEXT ASSY	FINISH	APVD	<i>Ron</i>	11/17/75	DWG NO. 501878



**PRODUCTION ORDER** JOB NO:

PREPARED BY:  PRODUCTION MGR:	ORIG REQUEST PRODUCTION UNITS (ASSY) SCHEDULED BEGIN COMPLETION	PARTS AVAIL	BACK-ORDER
-------------------------------------	--	-------------	------------

ITEM NO	PART NUMBER	PART DESCRIPTION	PART REQMNTS			STD COST	
			EA	TOT	ISS	EA	TOTAL
1	501988	P.C.B. FAB	1				
2	501987	LOGIC DIAG	REF				
3	1301311	INTEGRATED CIRCUIT, 7414 (A3)	1				
4	1301328	I.C., LM3900 (A1,2,4)	3				
5	8608001	I.C. SOCKET 14 PIN (A1,4)	2				
6							
7							
8	3109155	RESISTOR, 1.5M, 1/4W, ±5% (R6,7,15,16, R36,37,45,46)	8				
9	3109225	2.2M (R39,9,47,17)	4				
10	245	2.4M (R23,53)	2				
11	475	4.7M (R24,54)	2				
12	156	15M (R4,8,25,34,38,55)	6				
13	391	390Ω (R13,20,21,43,50,51)	6				
14	202	2K (R29,30,59,60)	4				
15							
16	303	30K (R27,57)	2				
17	124	120K (R10,11,14,18, R40,41,44,48)	8				
18	244	240K (R26,56)	2				
19	3109474	470K 1/4W ±5% (R22,52)	2				
20	3104178-3	178K 1/8W ±1% (R2,5,32,35)	4				
21	3104182-3	RESISTOR, 182K, 1/8W ±1% (R1,3,31,33)	4				
22	3109514	RESISTOR, 510K, 1/4W, ±5% (R12,19, R42,49)	4				
23							
24	6706336	CAPACITOR, 33μf (C1)	1				
25	6702223	CAPACITOR, .022μf (C9,14)	2				
26	6701104-2	CAPACITOR, 0.1μf, VARADYNE (C4,15,16)	3				
27	6706685	CAPACITOR, 6.8μf (C3,5-8,10-13)	9				
28	6701103	CAPACITOR .01μf (C2)	1				
29	3202201	DIODE, IN4454 (CR5-8,10,11,17-20,22,23)	12				
30	3202208	DIODE, IN270 (CR1-9,12,21,24)	4				
31	8602006	CONNECTOR, A+B (BERG 65274-2)	1				
32	8602001	CONNECTOR, C+D (BERG 65275-1)	2				
33							
34	3201119	TRANSISTOR, 2N3646 (Q1,2)	2				
35							
36							
TOTAL							

	SIGNATURES	DATE	<b>RAMTEK</b>
ISSUED BY	OWN <i>J. O'CONNOR</i>	3/31/75	
PARTS	CHK <i>[Signature]</i>	4-4-75	TITLE: JOYSTICK CONTROLLER RATE/DIRECTION ENCODE
ROVD BY	ENG <i>[Signature]</i>	4/13/75	
TO INVNTY CRCS	APVD <i>[Signature]</i>	11-1-75	REV SHEET DWG NO:
TO ACCOUNT			D 1 OF 1 <b>501986</b>

LIST OF MATERIALS

PRODUCTION ORDER						JOB NO:	
PREPARED BY:		ORIG REQUEST		PARTS AVAIL	BACK-ORDER		
PRODUCTION MGR:		PRODUCTION UNITS (ASSY)					
		SCHEDULED		BEGIN			
				COMPLETION			
ITEM NO	PART NUMBER	PART DESCRIPTION	PART REQMENTS			STD COST	
			EA	TOT	ISS	EA	TOTAL
1	501880A	P.C.B.	1				
2	501879	LOGIC DIAG	REF				
3	1301 133	I.C. , 1E,1F,4D,5B (74LS00)	4				
4	↑ 136	↑ 5E (74LS20)	1				
5	300	5A (7404)	1				
6	309	1A,1B (75183)	2				
7	330	2D,4A (74LS04)	2				
8	334	2E,4E (74LS02)	2				
9	409	5D (74166)	1				
10	432	1C,1D,4B (74LS174)	3				
11	435	3D,3E,4C,5F (74LS109)	4				
12	↓ 517	2A,2B,3B,5C (74161)	4				
13	1301 530	↓ 2C (74S85)	1				
14	501877	I.C. 3C (15G10)	1				
15							
16	3109471	RES.COMP, R9,R10 (470Ω, 1/4W, 5%)	2				
17	3109332	RES.COMP, R1-3, R11-15 (3.3K, 1/4W, ±5%)	8				
18	3109103	RES.COMP, R4-R8 (10K, 1/4W, 5%)	5				
19	6701104-2	CAP., C8, C9, C12 (0.1μf, CERAMIC .2 SPACE)	3				
20	6706336	CAP., C7, 10, 13 (33μf, 20V, DIPPED TANTALUM)	3				
21	6703198	CAP., C1 (1900μf, 15V SPRAGUE)	1				
22	6701103	CAP., C2-6, C11, C14-18 (0.1μf, .2 SPACE)	11				
23	3202201	DIODE, CR2 (1N4454)	1				
24							
25	9101123	CRYSTAL OSC., XTAL (921.6 KHz)	1				
26	6904019	XFMR , T1 (DPC 16-1500)	1				
27	8609117	TERMINAL BLOCK, TBI (GTC-4)	1				
28	8608002	SOCKET, 16 PIN	1				
29	9050004	DIP SWITCH, S1	1				
30							
31	1301344	REGULATOR 5V, VRI (LM340K)	1				
32							
33	3200017	DIODE BRIDGE, CRI (MDA942A-1)	1				
34							
35	8602001	CONNECTOR, 'B' (BERG 65275-001)	1				
36	8602006	CONNECTOR, 'A' (BERG 65274-2)	1				
			TOTAL				
ISSUED BY		SIGNATURES		DATE		RAMTEK	
PARTS		DWN		3/31/75			
ROVD BY		CHK		4.3.75		TITLE: CURSOR CONTROLLER	
TO INVT. CRDS		ENG				REV SHEET DWG NO:	
TO ACCOUNT		APVD				C 1 OF 2 501878	
DCN 311 (4-25-77) LIST OF MATERIALS							

PRODUCTION ORDER

JOB NO:

PREPARED BY:

ORIG REQUEST

PARTS AVAIL

BACK-ORDER

PRODUCTION MGR:

PRODUCTION UNITS (ASSY)

SCHEDULED BEGIN COMPLETION

ITEM NO	PART NUMBER	PART DESCRIPTION	PART REQMNTS			STD COST	
			EA	TOT	ISS	EA	TOTAL
37		SCREW, PN HD #6-32, SST	2				
38	0799605	SCREW, PN HD #4-40x3/8, BRASS	2				
39	0799406	KEP NUT #6	4				
40	0799402	KEP NUT #4	2				
41	9551102	WAKEFIELD THERMAL JOINT COMPOUND TYPE 120	A/R				
42	0400100	XMFR BRKT (SIGNAL XMFR CO.) 24-BR	1				
43	0799902	SCREW, FLAT HD #6-32x1/2, SST	2				
44	0799458	FLAT WASHER-NYLON #6	2				
TOTAL							

		SIGNATURES	DATE
PARTS ISSUED BY	DWN		
RCVD BY	CHK		
TO INVTY CPDS	ENG		
TO ACCOUNT	APVD		

**RAMTEK**  
 TITLE: CURSOR CONTROLLER  
 REV SHEET DWG NO:  
 C 2 OF 2 501878

LIST OF MATERIALS

<b>PRODUCTION ORDER</b>					JOB NO:
PREPARED BY:		ORIG REQUEST	PARTS AVAIL	BACK-ORDER	
PRODUCTION MGR:	PRODUCTION UNITS (ASSY)				
	SCHEDULED          BEGIN COMPLETION				

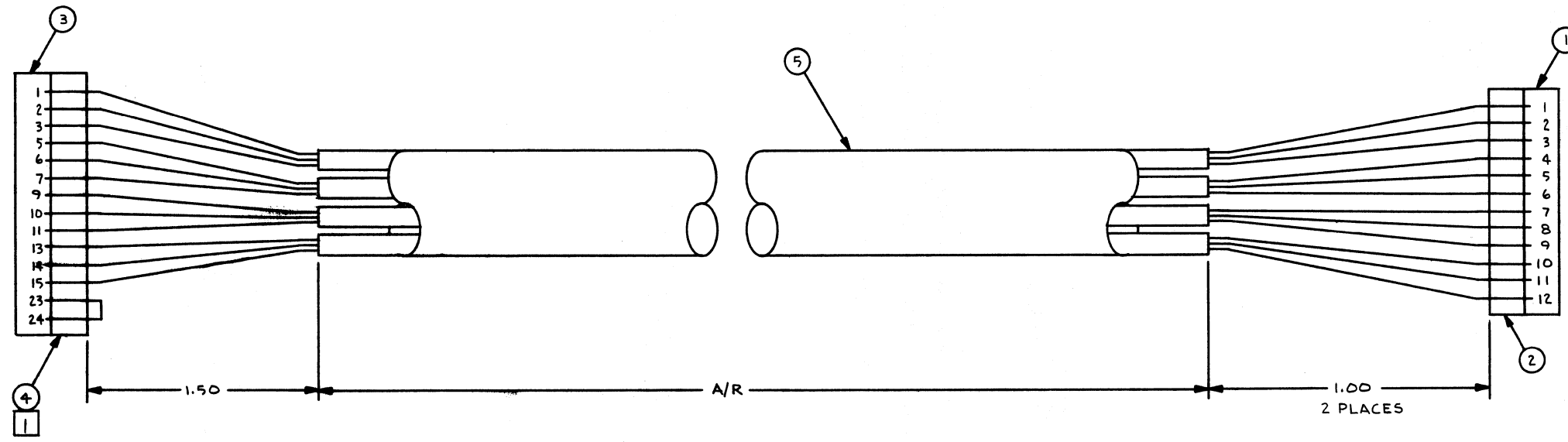
ITEM NO	PART NUMBER	PART DESCRIPTION	PART REQMNTS				STD COST	
			EA	TOT	ISS		EA	TOTAL
1	8601090	CONN 12 PIN PLUG      BURNDY SMS12P-1	1					
2	8605550	HOOD, CONN 12 PIN      BURNDY SMS12H-1	1					
3	8601093	CONN 24 PIN PLUG      BURNDY SMS24P-1	1					
4	8605551	HOOD, CONN 24 PIN      BURNDY SMS24H-1	1					
5	3899202	CABLE                  BELDEN 8725	A/R					
6	8604002	CONTACT	26					
		TOTAL						

		SIGNATURES	DATE	<b>RAMTEK</b>
PARTS ISSUED BY		DWN	M. Colan      10/10/75	
PARTS RCVD BY		CHK	<i>[Signature]</i> 1-12-76	
TO INVTY CRDS		ENG	<i>[Signature]</i> 1-12-76	
TO ACCOUNT		APVD	<i>[Signature]</i> 1-12-76	

DEN-321      LIST OF MATERIALS
REV A    SHEET 1 OF 1
DWG NO: 502202

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REVISIONS			
LTR	DESCRIPTION	APVD	DATE
A	RUSE. PER ECO #506584	MC	1-8-76
	DCN INCORP. #322	T.L.F.	4/2/76



NOTE:  
 [ ] MARK WITH ASSY NUMBER AND REV. LETTER.

SEE SEPARATE L.M.

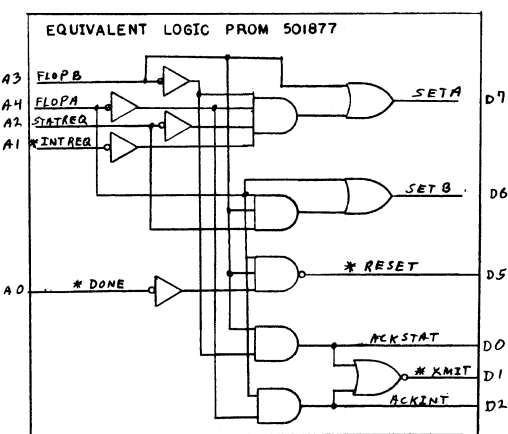
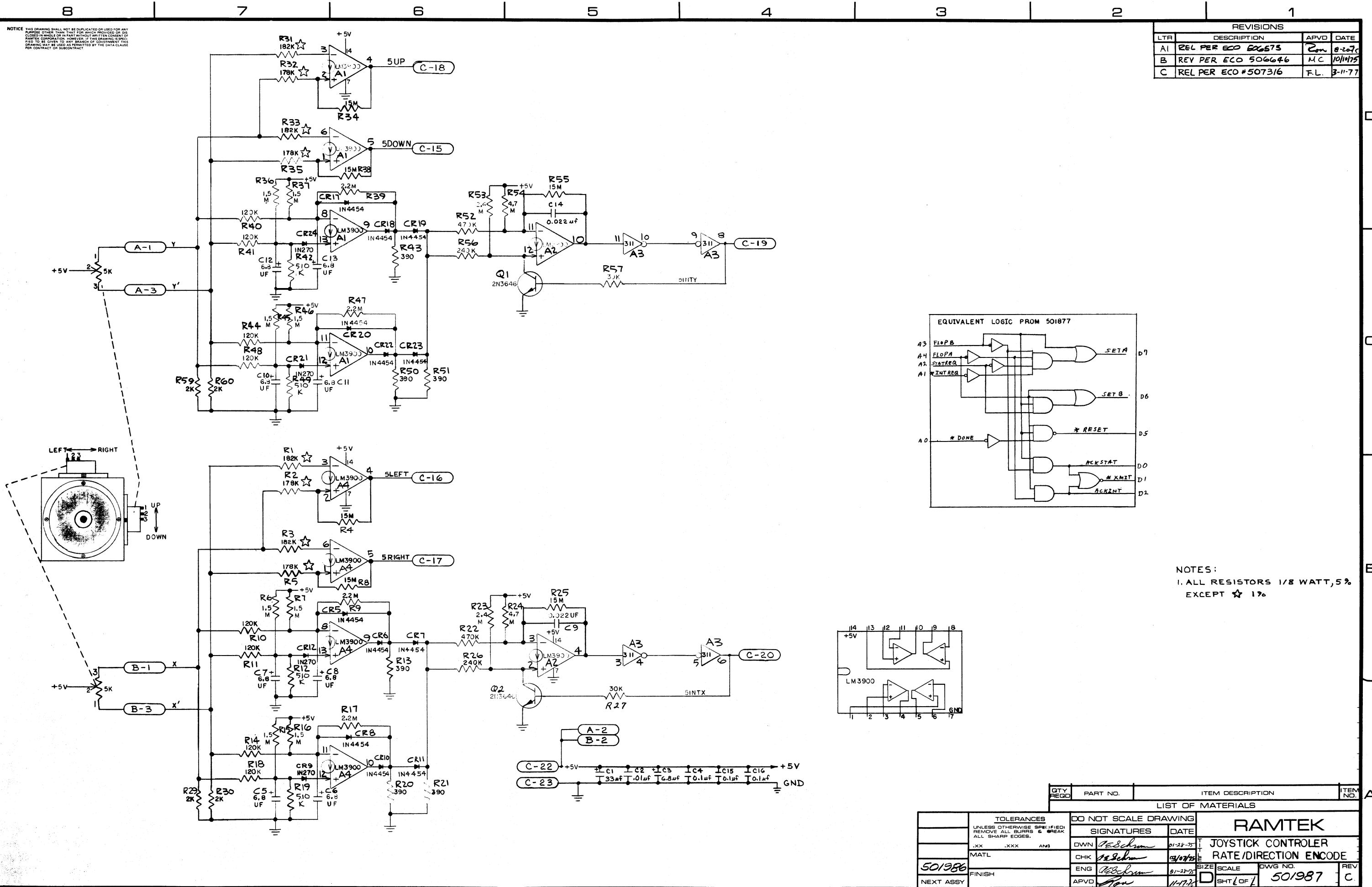
QTY REQD	PART NO.	ITEM DESCRIPTION	ITEM NO.
LIST OF MATERIALS			

KEYBOARD CURSOR	502156	TOLERANCES UNLESS OTHERWISE SPECIFIED: REMOVE ALL BURRS & BREAK ALL SHARP EDGES. .XX ± 1/4" .XXX — ANG —	DO NOT SCALE DRAWING		RAMTEK CABLE ASSY, MUX DIST. TO JOYSTICK OR KEYBOARD EXTERNAL
	502155	MATL SEE L.M.	SIGNATURES	DATE	
NEXT ASSY		FINISH	APVD	1-12-76	SCALE 1-12-76

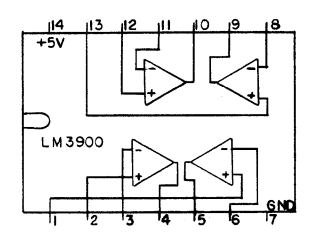
SIZE	SCALE	DWG NO.	REV
1-12-76	1-12-76	502202	A

REVISIONS			
LTR	DESCRIPTION	APVD	DATE
A1	REL PER ECO 506573	Com	8-20-76
B	REV PER ECO 506646	M.C.	10/11/75
C	REL PER ECO #507316	F.L.	3-11-77

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NOTES:  
1. ALL RESISTORS 1/8 WATT, 5% EXCEPT ☆ 1%

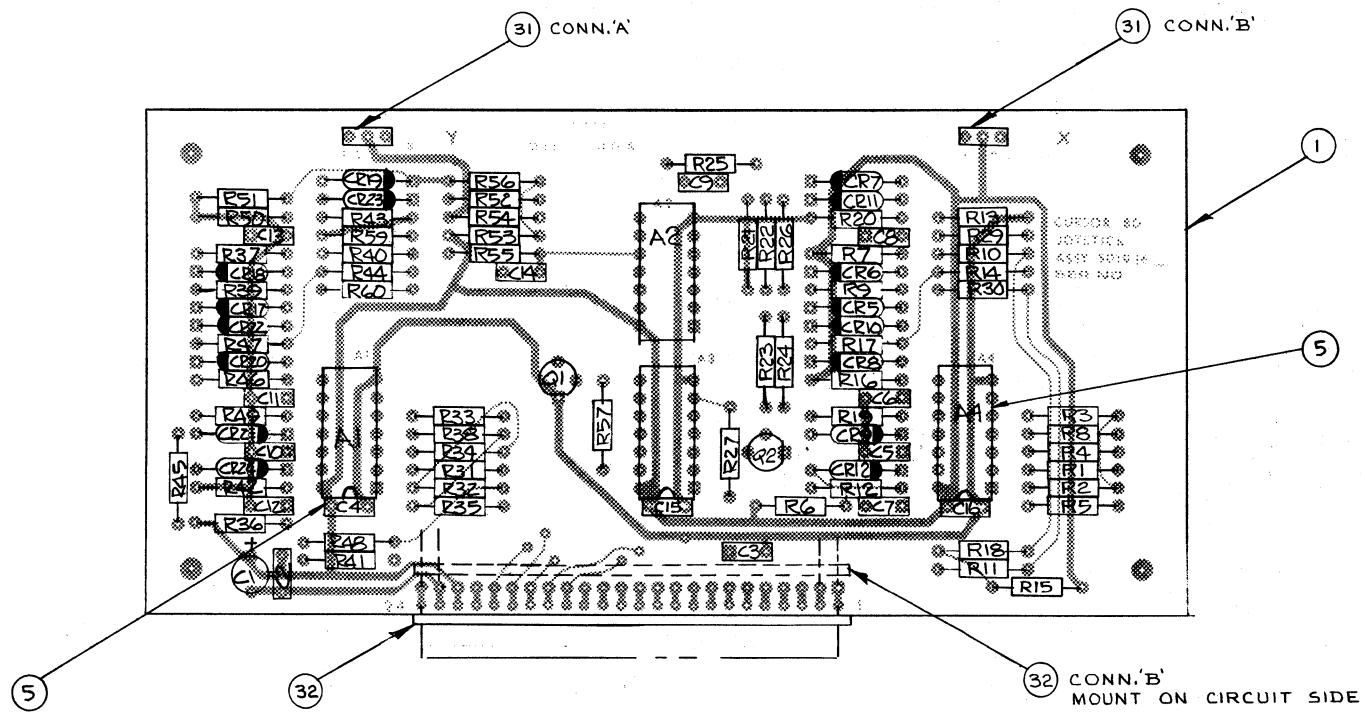


QTY REQD	PART NO.	ITEM DESCRIPTION	ITEM NO.
LIST OF MATERIALS			

TOLERANCES		DO NOT SCALE DRAWING		SIGNATURES		DATE		RAMTEK			
UNLESS OTHERWISE SPECIFIED REMOVE ALL BURS & BREAK ALL SHARP EDGES.											
.XX	.XXX	AWJ		DWN	<i>Red Schum</i>	01-28-75	JOYSTICK CONTROLLER RATE/DIRECTION ENCODE				
MATERIAL				CHK	<i>Red Schum</i>	02/02/75					
501986	FINISH			ENG	<i>Red Schum</i>	01-23-75	SIZE	SCALE	DWG NO.	REV	
NEXT ASSY				APVD	<i>Com</i>	11-17-76	D	SHT/OF 1	501987	C	

NOTICE: THIS DRAWING SHALL NOT BE REPRODUCED OR TRANSMITTED IN ANY FORM OR BY ANY MEANS, ELECTRONIC OR MECHANICAL, INCLUDING PHOTOCOPYING, RECORDING, OR BY ANY INFORMATION STORAGE AND RETRIEVAL SYSTEM, WITHOUT THE WRITTEN PERMISSION OF RAMTEK CORPORATION. HOWEVER, THIS DRAWING IS INTENDED TO BE USED TO MANUFACTURE OR REPAIR THE EQUIPMENT TO WHICH IT APPLIES. NO WARRANTIES OR REPRESENTATIONS ARE MADE BY RAMTEK CORPORATION IN CONNECTION WITH THIS DRAWING.

REVISIONS			
LTR	DESCRIPTION	APV'D	DATE
A1	RLSE PER ECO #506573	RC	8/21/75
B	REV. PER ECO # 506646	MC	10/10/75
C	REV PER ECO #506820	Dave	9/11/76
D	REV. PER ECO # 507403	WLD	9/13/77



QTY REQD	PART NO.	ITEM DESCRIPTION	ITEM NO.
LIST OF MATERIALS			
TOLERANCES		DO NOT SCALE DRAWING	
UNLESS OTHERWISE SPECIFIED: REMOVE ALL BURRS & BREAK ALL SHARP EDGES.		SIGNATURES	DATE
.XX .XXX .ANG		DWN <i>D. Langer</i>	8/6/75
MATERIAL		CHK <i>[Signature]</i>	11/2/75
FINISH		ENG <i>[Signature]</i>	11/2/75
NEXT ASSY		APVD <i>[Signature]</i>	11/2/75
		SCALE 2/1	DWG NO. 501986
		SHEET 1 OF 1	REV. D

**RAMTEK**

ASSY: JOYSTICK CONTROLLER

RATE / DIRECTION ENCODER

SCALE 2/1 DWG NO. 501986

SHEET 1 OF 1 REV. D

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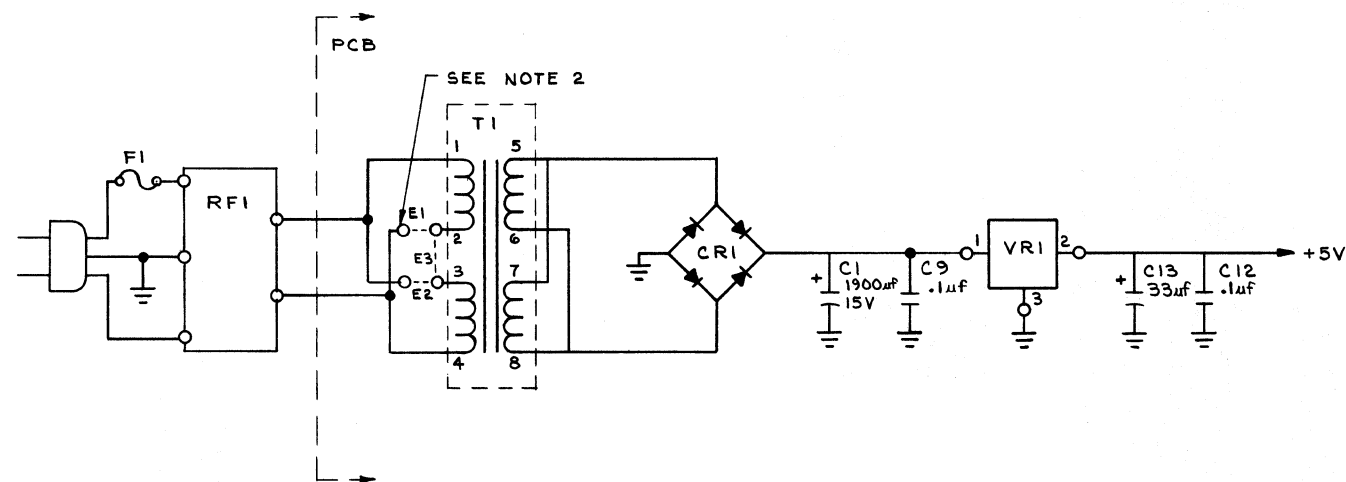
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REVISIONS			
LTR	DESCRIPTION	APVD	DATE
A	PRD REL PER ECO 506573		
B	REL PER ECO 4507316	FL.	3-11-77



- NOTES:
1. ALL RESISTORS ARE 1/4 WATT.
  2. USE JUMPERS E1 & E2 FOR 110V ; E3 ONLY FOR 220V.

POWER SUPPLY

QTY REQD	PART NO.	ITEM DESCRIPTION	ITEM NO.
LIST OF MATERIALS			

TOLERANCES UNLESS OTHERWISE SPECIFIED: REMOVE ALL BURRS & BREAK ALL SHARP EDGES.		DO NOT SCALE DRAWING		<b>RAMTEK</b> CURSOR CONTROLLER LOGIC SCHEMATIC	
.XX .XXX ANG	DWN	SIGNATURES	DATE		
MATL	CHK	<i>[Signature]</i>	8-4-73	SIZE	SCALE DWG NO. REV SHT 1 OF 2 501879 B
501878	ENG	<i>[Signature]</i>	11-7-73	SIZE	
NEXT ASSY	APVD	<i>[Signature]</i>	11-7-73		

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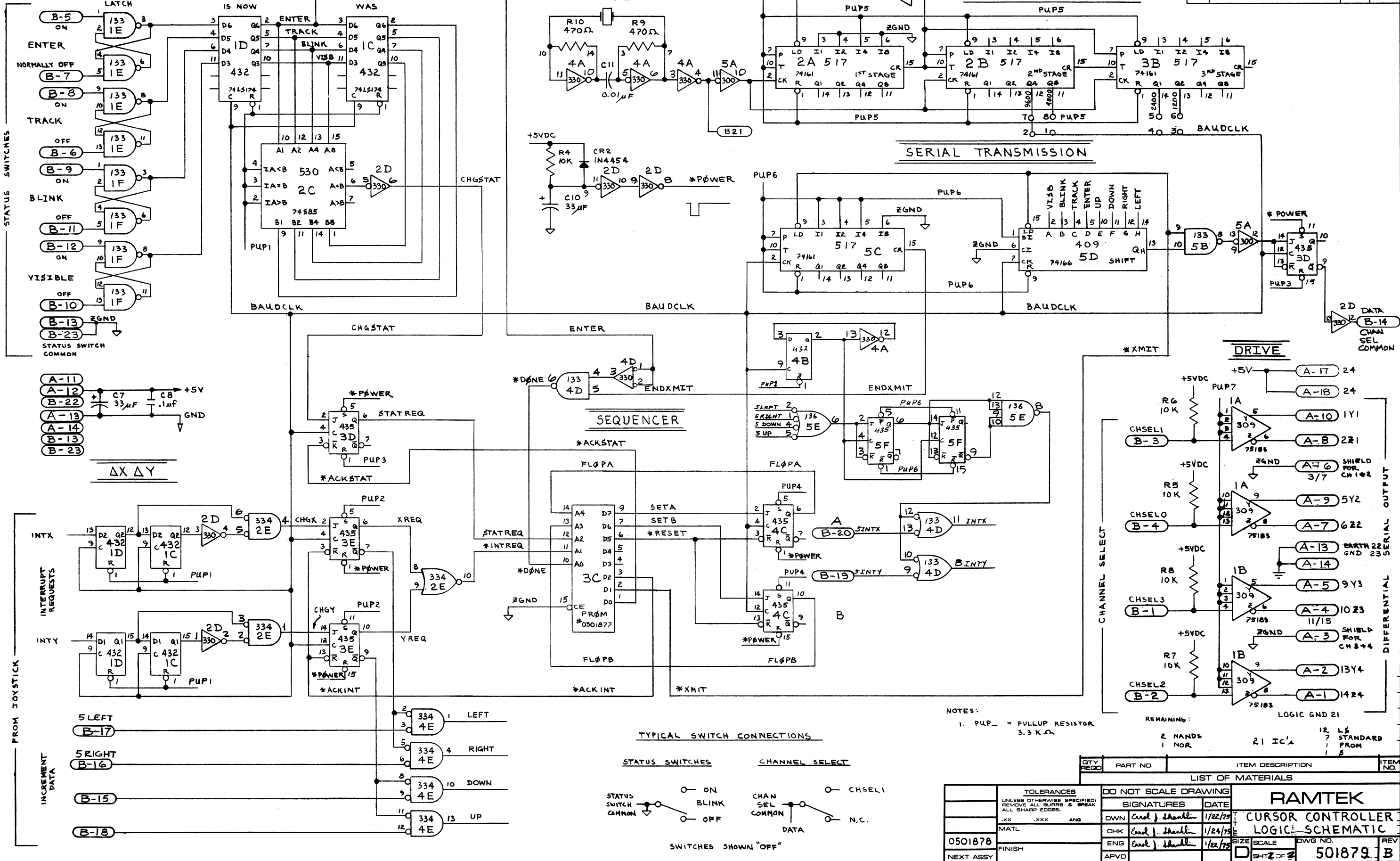
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REVISIONS			
LTR	DESCRIPTION	APVD	DATE
A	SEE SHEET 1		

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NOTES:  
 1. PUP<sub>n</sub> = PULLUP RESISTOR 3.3 KΩ  
 2. HANDS 1 NOR  
 21 IC's 12 L5 STANDARD FROM 1

QTY REQD	PART NO.	ITEM DESCRIPTION	ITEM NO.
LIST OF MATERIALS			
<b>RAMTEK</b>			
CURSOR CONTROLLER LOGIC SCHEMATIC			
SIGNATURES		DATE	
CHK	Carol J. Shanley	1/22/75	
ENG	Carol J. Shanley	1/24/75	
APVD	Carol J. Shanley	1/22/75	
MATERIAL		SIZE SCALE DWG NO.	
0501878		SHT 2 OF 2 501879 B	
NEXT ASSY		REV	



Ramtek Corporation  
585 North Mary Avenue  
Sunnyvale, California 94086  
(408) 735-8400