

1/10/84

SI000 One Second Digital Delay Calibration
and Bench Test Procedure

1. Power Supply

(A) Check supply voltages at the following test points:

Tp 13: GND
Tp 12: +5V
Tp 11: +15V
Tp 10: -15V

All supplies must be within +/-4%

2. LED's

- (A) Turn on power, L-8 (triangular LED) should light.
- (B) Check Headroom LED's (L-1,2,3 and 4) turn power on and off, watch for peaking and declination of LED's.
- (C) Check Effect IN/OUT LED (L-5).
- (D) Check Repeat Hold LED (L-6).

3. Clock Frequency

- (A) Using maximum delay setting, multiplier CW all other settings CCW probe Tp 15 with frequency counter:
Adjust T-4 for 132KHz.
- (B) With multiplier CCW:
Adjust T-5 for 1.058MHz.

4. Signal Path

- (A) Inject 1KHz signal at input jack (J-1) or KA pin 1 on disassembled units, probe Tp2 adjust Input Level for 10V p-p.
- (B) Probe Tp 3 check for 10V p-p.
- (C) Probe Tp 4 check for 10V p-p.
- (D) Probe Tp 5 check for 10V p-p.
Clock noise will be present at Tp 4 and Tp 5 when at maximum delay Multiplier setting.
- (E) Turn multiplier CCW, signal should attenuate momentarily, turn CW and signal should momentarily sustain increase for duration of Time Delay setting then return to 10V p-p.

5. Encode/Decode Offset Adjustment

- (A) Remove input signal and short input to ground, set multiplier CW. using a VOM (preferably analog) probe Tp 6 adjust T-2 for 5mV.
- (B) Probe Tp 7 adjust T-1 for 4.5mV go back and check Tp 6 for any interaction of trims.

6. Regeneration, Phase Invert and Repeat Hold

- (A) Inject 1KHz signal, set delay to 40ms with Multiplier CW probe Tp 8 and adjust T-3 CW into near self oscillation.
- (B) Inject 1KHz signal, with external trigger probe Tp 8, push Phase switch in, a 180 degree phase shift should occur.
- (C) Push in Repeat Hold switch (L-6 will light) remove signal, signal will remain on infinite hold until released.

7. LFO

- (A) Probe Tp 14 with Depth CW and Speed CCW observe signal for 25 sec. sweep, (make sure LFO does not stall) with Speed CW observe triangle waveform (.1sec.).

