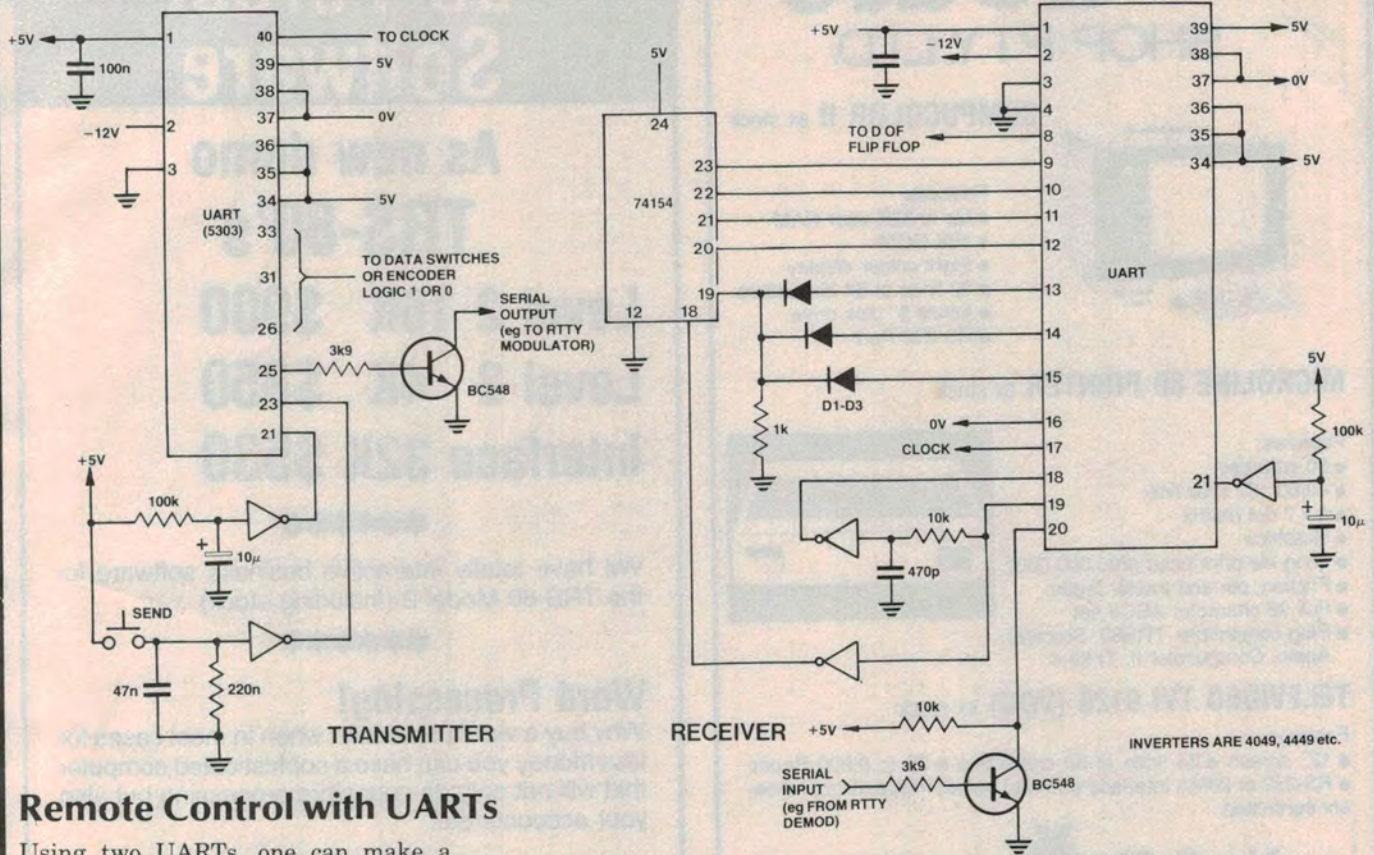


Ideas for Experimenters



TRANSMITTER

RECEIVER

INVERTERS ARE 4049, 4449 etc.

Remote Control with UARTs

Using two UARTs, one can make a simple remote control system as **Ralph Youie of Oakleigh in Victoria** shows here. One UART is used as the transmitter and sends a binary word of, say, five bits. This word may be transmitted by radio, ultrasonics, infra-red etc. The receiver then converts the serial data into parallel data which can be decoded by logic devices, such as a 4-16 line decoder (74154). Each output of this decoder can be connected to the clock input of a 'D' type flip-flop, and the fifth bit can be connected to the 'D' input. Thus, a five-bit word programmed on the transmitter can control 16 flip-flops and hence 16 devices in two states. With a little more logic, one could control 16 devices in 16 states, 128 devices in two states, 64 devices in four states etc., using eight-bit words.

The circuit shown is just one possibility as many factors could be changed, such as clock rate, modulation system, word size, parity and transmission method to name a few. In the circuit, D1-D3 form an OR-gate which prevents the 74154 from operating if an error is found in the word received. Ralph used an RTTY system for the mod-demod and slide switches to program the code word

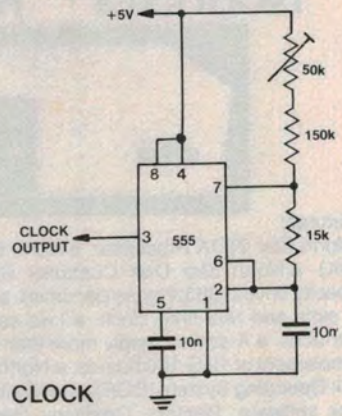
on the transmitter. However, a refined system could use a keypad with encoder.

Possibilities include remote control of television, hi-fi, solenoid tape decks, lights, garage doors etc... limited only by imagination.

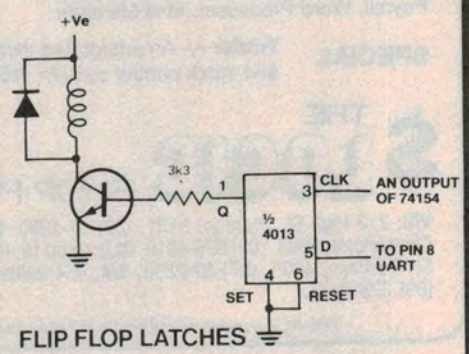
UART pin connections:

- 1: Vss 2: Vgg 3: Vdd 4: RDE 5: RD 7
- 6: RD 6 7: RD 5 8: RD 4 9: RD 3 10: RD 2
- 11: RD 1 12: RD 0 13: RPE 14: RFE 15: ROR
- 16: SWE 17: RCP 18: RDAR 19: RDA 20: RSI
- 21: MR 22: TBMI 23: TDS 24: TEOC 25: TSO
- 26: TD 0 27: TD 1 28: TD 2 29: TD 3 30: TD 4
- 31: TD 5 32: TD 6 33: TD 7 34: CS 35: NPB
- 36: NSB 37: NDB 2 38: NBD 1 39: POE 40: TCP

- RDE Receive Data Enable (tri-states data line)
- SWE Status Word Enable
- RCP, TCP clock input
- RPE, RFE, ROR parity, frame, and receive overrun errors.
- MR master reset
- NSB 1 or 2 stop bits
- POE odd or even parity
- RSI, TSO serial input, output
- TDS send transmit data
- NPB parity inhibit
- NDB no of data bit 5,6,7 or 8
- RDA, RDAR Received data, Received data reset



CLOCK



FLIP FLOP LATCHES