

## 32 Note Generator

□ This is a good companion to the computer-controlled note generator. Your computer should have available an 8-bit parallel port with which to control the keyer's gain. Feed the desired audio tone to the keyer's input, and hook an amplifier to its output.

A binary zero on the 8 lines from your computer yields zero output, while a binary 255 (11111111) provides maximum output. (D7 is the most-significant bit, and D0 is the least significant.) During a note's attack interval, count upwards from 0 to 255. Conversely, count down from 255 to 0 to make the note decay. Take tiny steps for best results. Large steps generate thumping sounds in the output.

Let's say we want a fast attack time of 10 milliseconds. Using all available codes, it will take 255 steps to climb from zero to full output. For simplicity's sake, we'll let the note's amplitude rise

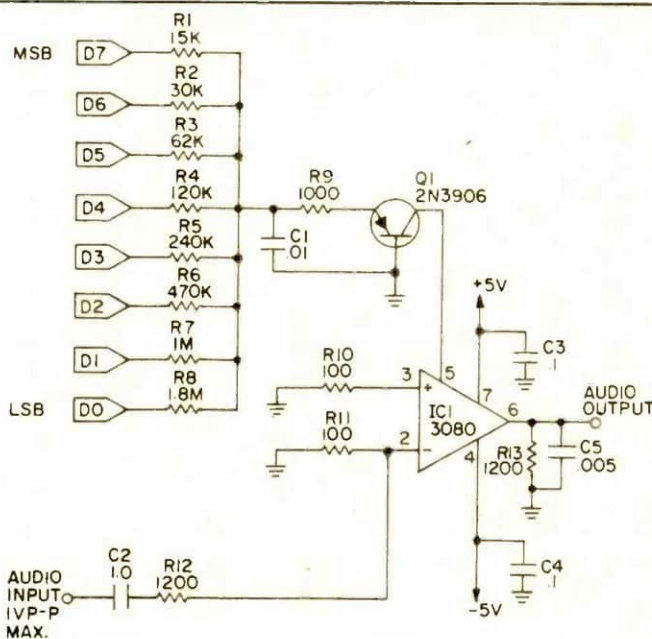
linearly during attack, which means that the code will be incremented at regular, fixed time intervals. Since we wish to take 255 steps in 10 milliseconds (10,000 microseconds), it will be necessary to increment the code by 1 every 40 microseconds or so.

Linear attacks and decays are easy to figure, but not very realistic—especially for decay. The notes from most musical instruments attack and decay exponentially. This circuit gives you unlimited potential in the specification of a note's envelope, and it lets you change the envelope from note to note.

The audio input should be in the neighborhood of 1 volt peak-to-peak. When using the 12-volt signal from the computer-controlled note generator, raise R12 to 15K ohms to accommodate the increased input amplitude.

### PARTS LIST FOR NOTE GENERATOR

- C1—0.1- $\mu$ F ceramic capacitor
- C2—1.0- $\mu$ F mylar capacitor
- C3, C4—0.1- $\mu$ F ceramic disc capacitor
- C5—.005- $\mu$ F mylar capacitor
- IC1—3080 transconductance integrated circuit amplifier (RCA)
- Q1—2N3906 PNP transistor
- R1—15,000-ohm,  $\frac{1}{2}$ -watt resistor (all resistors 5%)
- R2—30,000-ohm,  $\frac{1}{2}$ -watt resistor
- R3—62,000-ohm,  $\frac{1}{2}$ -watt resistor
- R4—120,000-ohm,  $\frac{1}{2}$ -watt resistor
- R5—240,000-ohm,  $\frac{1}{2}$ -watt resistor
- R6—470,000-ohm,  $\frac{1}{2}$ -watt resistor
- R7—1,000,000-ohm,  $\frac{1}{2}$ -watt resistor
- R8—1,800,000-ohm,  $\frac{1}{2}$ -watt resistor
- R9—1,000-ohm,  $\frac{1}{2}$ -watt resistor
- R10, R11—100-ohm,  $\frac{1}{2}$ -watt resistor
- R12, R13—1,200-ohm,  $\frac{1}{2}$ -watt resistor



## 33 Melodious Sequencer

□ Press pushbutton S1, and this circuit will play you a short melody up to nine notes long. The immediate effect of pressing the button is to reset counter IC2 and set pin 3 of the counter HIGH. A voltage, determined by the setting of the pot attached to pin 3 of IC2, gets fed to the input of voltage-controlled oscillator IC3.

IC3's output consists of either a squarewave or a triangular wave, one of which can be selected by S2. The frequency of both these waveforms is identical and is determined by the voltage fed to

the VCO. Potentiometer, R21 is the circuit's volume control.

Meanwhile, back at counter IC2, a pulse has just arrived from oscillator IC1. This increments the counter by one, causing pin 2 of the counter to go HIGH, and pin 3 to return to a LOW state. Successive pulses from IC1 cause the HIGH signal to advance along IC2's output (3, 2, 4...9). The ninth pulse send pin 11 high, thereby turning Q1 on and halting the oscillation of IC1. Pressing S1 sends pin 11 LOW and allows normal