

Re: Why are restaurant RF gizmos so complicated?

Source: <http://sci.tech-archive.net/Archive/sci.electronics.design/2005-04/msg02850.html>

- *From:* Guy Macon <<http://www.guymacon.com/>>
 - *Date:* Thu, 14 Apr 2005 22:55:14 +0000
-

Joerg wrote:

>Yesterday good friends invited us to a brewpub that doesn't take
>reservations but is very popular. So they have these RF doohickeys that
>flash and vibrate when your table is ready. This one was clear plastic
>and I scoped out what's inside. It was mind boggling:
>
>Two chips, three (!) crystals, one resonator, one 455kHz IF filter, lots
>of SMT transistors, caps, resistors and what not, plus two NiMH or
>similar cells.
>
>Why on earth are these so complicated? I mean, all they have to do is
>receive a coded RF signal over a couple hundred feet of distance, then
>decode it so only the one whose table is ready rings. Can't be more
>daunting than a garage door opener design, can it?

Garage door opener; high volume, low profit margin. Reduces cost per unit even if this makes development costs higher.

Restaurant pager; low volume, high profit margin. Reduce development cost per unit even if this makes cost per unit higher.

-
- *Follow-Ups:*
 - ◆ ***Re: Why are restaurant RF gizmos so complicated?***
◇ *From:* Joerg
 - *References:*
 - ◆ ***Why are restaurant RF gizmos so complicated?***
◇ *From:* Joerg

Re: Why are restaurant RF gizmos so complicated?

- Prev by Date: *Re: XP has no significant bugs that any significant number of users want fixed*
- Next by Date: *Re: XP has no significant bugs that any significant number of users want fixed*
- Previous by thread: *Re: Why are restaurant RF gizmos so complicated?*
- Next by thread: *Re: Why are restaurant RF gizmos so complicated?*
- Index(es):
 - ◆ *Date*
 - ◆ *Thread*