

Re: OSC and unity gain buffer

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 - *Date:* Thu, 10 Apr 2008 11:58:18 -0700 (PDT)
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On Apr 10, 9:57 am, "Joel Koltner" <zapwireDASHgro...@xxxxxxxx> wrote:

"Tim Wescott" <t...@xxxxxxxxxxxxxxxx> wrote in message

news:6rydnbZMeMTA2WPanZ2dnUVZ_g2dnZ2d@xxxxxxxxxxxxxxxx

The design philosophy of an op-amp is that you use a crappy amplifier with tons of excess gain, and fix all of the amplifier problems with tons of feedback.

And here I was about to give you \$100k to build me a class A, zero-feedback, tube-based audio amplifier because it will OBVIOUSLY sound so much better than a traditional design with your approach. :-)

Thank you all for your help. I need further help please.

I wrote a simple program that generate a monochrome NTSC signal. I connected this signal to one of the eye glasses which take the NTSC signal but nothing was displayed. When I connected my signal to the DVD player and I fed the output of DVD player into the eye glasses then it displayed fine. I am assuming the reason for not displaying is the color burst that is missing (When I compared my signal and the output of the DVD player signal, the color burst was missing). This why I was trying to see if I can sum the 3.472MHz signal with my NTSC signal and see if I can display my signal on the eye glasses. By the way the eye glasses have VGA color display that takes the NTSC or PAL signal.

Thank you all,

John.

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