

Re: OSC and unity gain buffer

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- *From:* "Michael A. Terrell" <mike.terrell@xxxxxxxxxxxxxx>
 - *Date:* Thu, 10 Apr 2008 16:01:06 -0400
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Fred Bloggs wrote:

Michael A. Terrell wrote:

eeaj2002 wrote:

On Apr 10, 9:57 am, "Joel Koltner"
<zapwireDASHgro...@xxxxxxxxxx>
wrote:

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

news:6rydnbZMeMTA2WPanZ2dnUVZ_g2dnZ2d@xxxxxxxxxxxxxxxxxx

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

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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.

Have you looked at the waveform with a scope? Does it conform to the EIA standard? Digital displays are very picky about the width and position of all the sync pulses. Get one that is out of spec, and they ignore everything.

More of your generalistic non-informational crap anyone could say. Why don't you explain to us the buffer performance characteristics required to meet the EIA timing error. If you can't do that, you're not useful.

A buffer isn't going to affect the timing, dipwad.

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