

Re: OSC and unity gain buffer

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- *From:* Fred Bloggs <nospam@xxxxxxxxxxx>
 - *Date:* Thu, 10 Apr 2008 18:30:59 -0400
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Michael A. Terrell wrote:

Fred Bloggs wrote:

Michael A. Terrell wrote:

eeaj2002 wrote:

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

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

news:6rydnbZMeMTA2WPanZ2dnUVZ_g2dnZ2d@xxxxxxxxxxxxxxxxxxxx

The design
philosophy
of an
op-amp is
that you use
a crappy
amplifier
with
tons of
excess gain,

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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.

Have you looked at the waveform with a scope? Does it

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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.

Oh? You're quite the ignoramus today...thanx for more ammo:-)

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