

A Play NUke Sequencer

Source: <http://sci.tech-archive.net/Archive/sci.physics/2007-05/msg00923.html>

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 - *Date:* 10 May 2007 05:38:46 -0700
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A switch to trigger three actions is to be stated;

A detonation, a ion source pulse and the accelerator control.

exp. accel.

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reference time

A leading edge causes the electric switch for the detonation. A trailing edge the combined ion source/accelerator trigger?

A large problem is the noise or mistiming as events out of sequence. A large capacitor must charge to stop noise! or other means of timing must be considered.

Here is my choice:

0/1 -----electric io switch1(on STAMP output bus.)

0/2 ----- electric io switch2(on STAMP bus)

I have decided to try the double output method using the STAMP as the timing of the closely synchronized events. A five millisencond delay for switch 2.

So get out the oscilloscope and test the trigger consitency. NOISE is a problem and computers are held low while add on 555 timers are not.

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SO to alleviate noise in design I just use the nicely clamped STAMP.
Small 5V solid state switches are available for the interface.

A primary consideration must be proper function while the explosive charge is detonating. A shockwave develops and must not reach the computer before the computer fires the trigger pulse of neutrons.

A simulator would be in order to fully validate the computer and to reliably test.

So as you can see the basic control system is fairly easy. Components such as 5v, 5000 volt, and 150KV will be posted. A single control computer for all aspects of detonation!!!!!!!!!!!!!!!!!!!!1

For the several pound explosive charges— FIVE MILLISECONDS DELAY!! ONLY.

I posted the basic thermonuclear head several years ago, it is no longer available, this is now a ply nuke, but fully functional.

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