# **Radio Merit Badge Boy Scouts of America**

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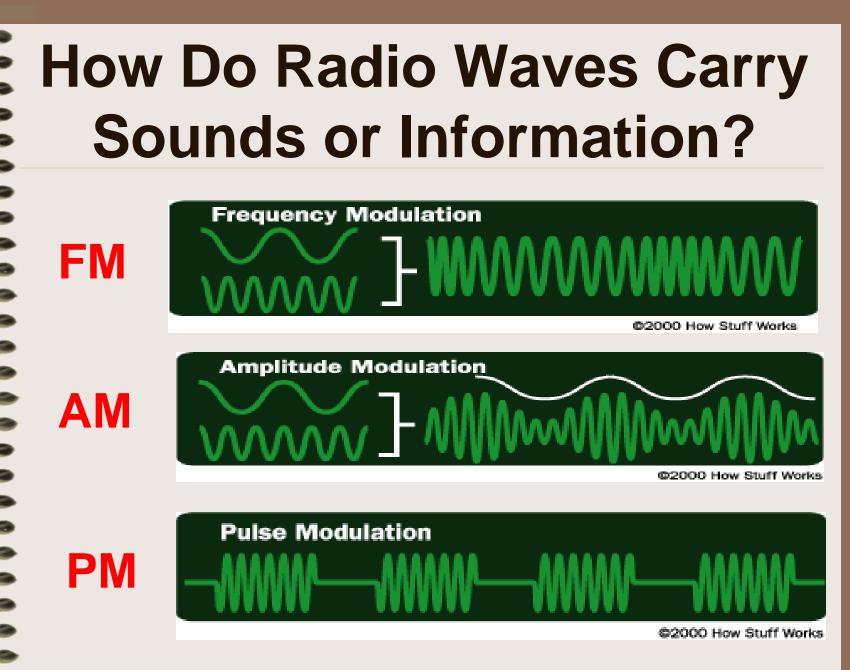
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### Module 2 Electronics, Safety & Careers 2009

# Key Topics in This Module

- How Radio Carries Information
- Radio Block Diagrams
- Radio Schematic Diagrams
- Electronic Components & Symbols
- Types of Electrical Circuits
- Radio Safety
- Careers in Radio



Requirement 4



### Continuous Wave (CW) The Oldest Digital Mode

Works by simply turning the transmitter on and off in a pattern called Morse Code.

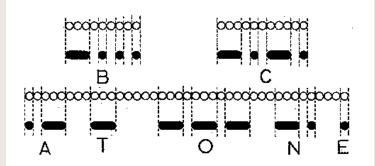


Diagram illustrating relative lengths of dashes and spaces referred to the duration of a dot. A dash is exactly equal in duration to three dots; spaces between parts of a letter equal one dot; those between letters, three dots; space between words, five dots. Note that a slight increase between two parts of a letter will make it sound like two letters.

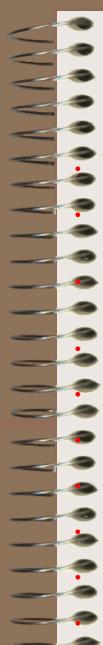


## "CW" or Morse Code

**No longer required** to know, but still popular among ham radio operators. Needs less power and bandwidth than other 'modes".

| Α   | •               | N   |     | 1    | *  |             |
|-----|-----------------|-----|-----|------|--|-------------|
| 8   |                 | 0   |     | 2    | **===  |             |
| С   |                 | P   | • • | з    | ***  |             |
| D   |                 | Q   |     | 4    | ****   |             |
| E   | • · ·           | R   | • • | 5    | *****  |             |
| F,  | ***             | s   | *** | 6    |  |             |
| G   |                 | т   | -   | 7    | ••••••••   |             |
| H   | ****            | U.  | ••• | 8    |  |             |
| τ   | <b></b>         | v   |     | 9    |  |             |
| J   | •               | w   | •   | Ø    |  |             |
| ĸ   |                 | x   |     |      | Ø MEANS ZERO, AND IS WRITTEN                               |             |
| L   | * == * *        | Y   |     |      | WAY TO DISTINGUISH IT FROM<br>IT OFTEN IS TRANSMITTED INST | TEAD AS ONE |
| м   |                 | Z   |     |      | LONG DASH (EQUIVALENT TO 5                                 | DOTS)       |
| PER | NOD (.)         |     |     | WA   | AT SIGN (AS)   | •=•••       |
| COM | MA (,)          | -   |     | 90   | UBLE DASH (BREAK)  |             |
| INT | ERROGATION (?)  | *** |     | ER   | ROR (ERASE SIGN)   | *******     |
| QUO | TATION MARK (*) | •   |     | FR   | ACTION BAR (Z)   |             |
| COL | ON (:)          | -   |     | EN   | D OF MESSAGE (AR)  |             |
| SEN | HCOLON ())      | -   |     | EN   | D OF TRANSMISSION (SK)                                     |             |
| PAR | ENTHESIS ()     | -   |     | 111  | TERNAT. DISTRESS SIG. (SOS)                                | ••••        |
|     |                 |     |     | Fiqu | re 1   |             |

The Continental (or International Morse) Code is used for substantially all non-automatic radio communication. DO NOT memorize from the printed page; code is a language of SOUND, and must not be learned visually; learn by listening as explained in the text.



### How Radios Send and Receive Information

#### Microphone

- Takes in Audio or Digital signal input

#### **Transmitter**

- Creates an RF "carrier"
- Modulates the carrier

#### Receiver

- Receives a radio signal
- Demodulates the carrier

#### Transceiver

- Both a transmitter and receiver in one box

#### Amplifier

- Increases RF signal power

#### Tuner

Matches transmitter to antenna

#### **Feed line**

Provides path to antenna

#### Antenna

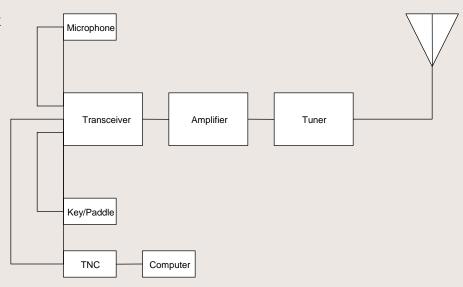
Radiates the RF signal

#### Key or Paddle

For sending Morse code

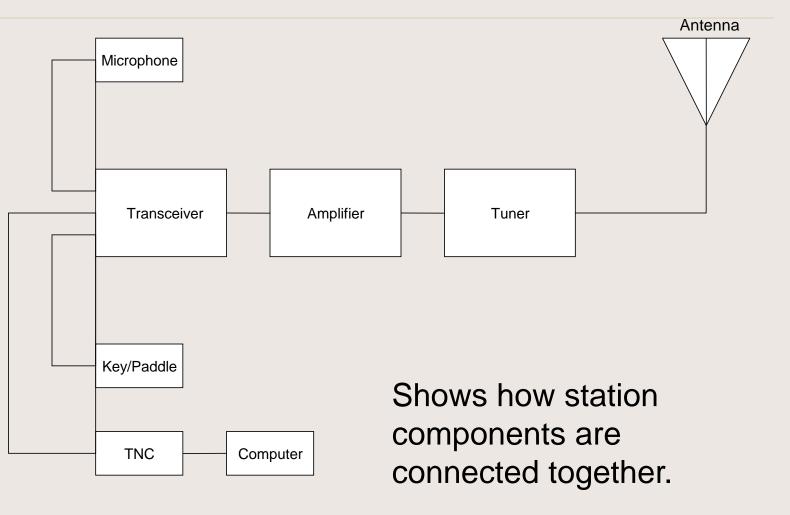
#### TNC (Terminal Node Controller)

A computers "Radio Modem"



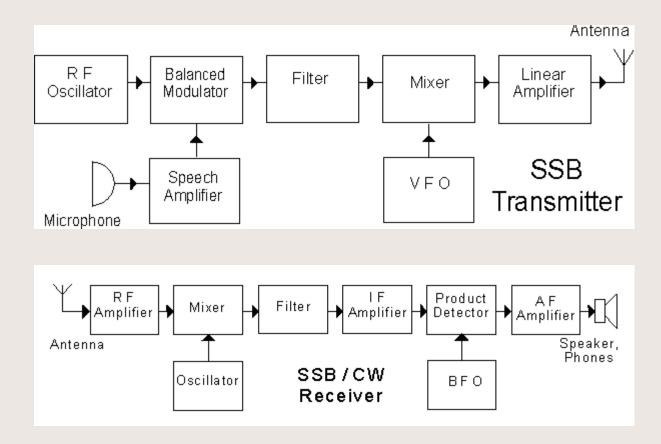


# **Simplified Block Diagram**





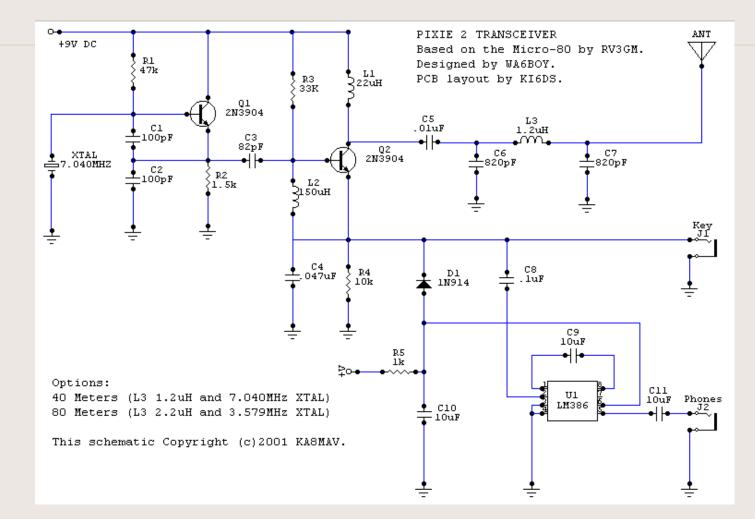
## **Detailed Block Diagram**



Shows how the radio works.

Requirement 5

## **Schematic Diagram**



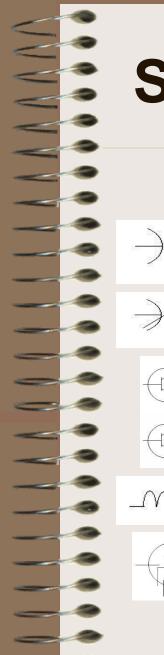
Shows how to build a radio from components.

Requirement 5

## **Schematic Symbols**

### Represent Individual Electronic Parts ("Components")

|               | Fuse                 | Contains a thin wire which is made to melt which protects the rest of the circuit from damage if there is too much current from a short circuit. |
|---------------|----------------------|--|
| ╧┤╞╴          | Battery              | Stores electric energy.  |
| -~~~-         | Resistor             | Resists the flow of electric current, reducing its flow.   |
| -~~~~-        | Variable<br>resistor | Like a regular resistor, but adjustable. For example, the volume knob on your stereo.  |
|               | Earth<br>ground      | A connection between the equipment (radio) and the earth, usually through a copper pipe driven into the soil.                                    |
| $\rightarrow$ | Chassis<br>ground    | A connection of the negative side of the electronic circuit to the chassis, or steel frame, of the equipment.                                    |



# Schematic Symbols (cont.)

| <u> </u> | Capacitor          | Gets and stores an electric charge. Lets alternating current (AC - like in your house) flow but stops direct current (DC - like from a battery).   |
|----------|--------------------|--|
| F        | Variable capacitor | Same as a regular capacitor, but adjustable.   |
| *        | NPN<br>transistor  | Amplifies a current.   |
| ×<br>×   | PNP<br>transistor  | Amplifies a current.   |
| m_       | Coil               | Also called a choke, it works the opposite of a capacitor. It lets DC flow but stops AC.   |
|          | Tube               | A vacuum tube made of glass with wire filaments inside. Amplifies a current. It has been replaced by transistors in most home equipment, but is still found in some high power radio transmitters. |



# Schematic Symbols (cont.)

| Y     | Antenna        | Sends radio frequency signals into the air.  |
|-------|----------------|--|
| 00    | SPST<br>switch | Single-pole single-throw switch. Has two positions, on and off. Like most light switches   |
| 00000 | DPDT<br>switch | Double-pole double-throw switch. A double-throw switch has three positions. It can<br>switch one input to one of two outputs - sort of like the switch you put on your television<br>to switch between watching TV and playing your video game. The double-pole means it<br>can switch a pair of inputs to either of two pairs of outputs. |

# **Types of Electrical Circuits**

### **Closed Circuit**

- Circuit is complete.
- Electricity flows like it should.

### **Open Circuit**

- Circuit is incomplete.
- Electricity doesn't flow.

### **Short Circuit**

- Circuit is complete through an unplanned shortcut.
- Electricity flows where it shouldn't!
- <u>Dangerous</u> parts can get hot, start fires or even explode!

# **Radio Safety**

- Electrical shock can hurt or kill make sure the **power is** disconnected before working.
- Even with the power off, some parts inside the radio can hold a dangerous charge. If you don't know what you are doing, get help.
- Radio Frequency (RF) can burn keep antennas out of reach.
- Strong RF radiation can be unhealthy Don't use a radio when it is not completely assembled. The case keeps the RF radiation in.
- Make sure <u>antennas can't touch any power lines</u> or you could be electrocuted when using the radio.
  - **Lightning** can hit your antenna and travel down your lines to the radio. Make sure your antenna and radio are grounded to a good earth ground. Don't operate in thunderstorms.

Be careful working on towers and roofs so you don't fall or hurt someone on the ground.

## Grounding

### AC Outlet Grounding

- Ground wire connected to house wiring.
- Equipment uses 3 prong plugs to ground equipment case.
- If wire inside touches case, house circuit breaker is opened.

### Direct Current Grounding

- Hams add another ground rod and connect all of their station equipment cases to it as well.
- Provides additional safety and grounds any stray RF.

### Antenna Grounding

- Use lightning protectors where antennas enter the house.
- These bleed off static electricity.
- Disconnect antennas when not in use.
- Do not operate during thunderstorms.

## **Radio Careers**

- Broadcasting
  - Announcer/Personality
  - Station Manager/Program Director/ Music Director
- Technical
  - Radio Engineer
  - Radio Technician
  - Cellular Phone Technician
- Operators
  - Public Safety Dispatcher
  - Military Radio Operator

# **Education for Radio Careers**

- Most jobs require high school diploma.
- Colleges offer courses in broadcasting and communications.
- Gain broadcasting experience at college radio stations.
- Radio technicians attend trade schools or community colleges.
- Radio engineers study electrical engineering at college.
- Organizations such as APCO and NARTE offer radio licensing training courses and certifications.