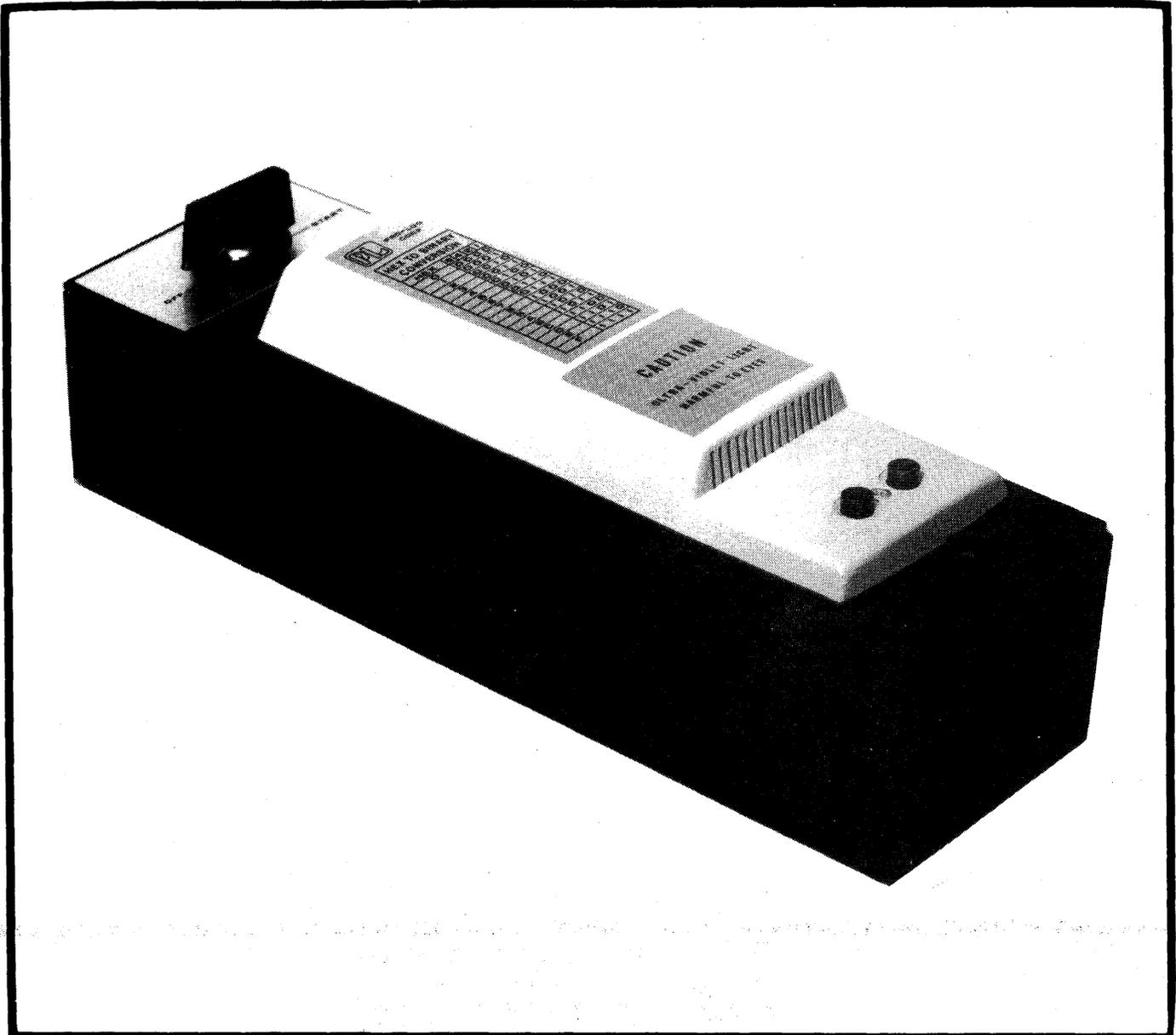




ROM PROGRAMMER ACCESSORIES 8103 UV ERASE LIGHT

The Model 8103 Erase Light is an Ultra Violet Lamp mounted in a case with a timer and safety interlock. The Model 8103 erases ultra violet erasible Read Only Memory devices such as the 1702 or 5202.

- Built-in timer shuts lamp off
- Safety interlock prevents ultra violet damage to eyes
- Accommodates ten 24 lead ROM DIP packages
- Enclosed case with hinged lid
- Safety view hole to check lamp
- Conductive foam pad in erasing chamber



8103 UV ERASE LIGHT

8103 UV ERASE LIGHT SPECIFICATIONS

Controls

Timer Set - A rotary switch located at the top rear of the unit for selecting the length of time the UV lamp will be lighted.

Lamp On - A red button located on the lamp housing for energizing the UV lamp. This button works only if the timer has been set to the desired erase time and must be pushed any time the safety interlock is broken by lifting the chamber lid. The button should be held until a blue glow is observed through the viewing hole.

Lamp Off - A black button located on the lamp housing for turning off the UV lamp.

Safety Interlock - A switch, activated by lifting the chamber lid, which shuts off the UV lamp. The lamp must be restarted using the LAMP ON button whenever the interlock is opened.

Operating Procedure for Erasing ROMs

Lift the chamber lid and place ROMs to be erased on the center area of the conductive foam pad. Close the chamber lid and rotate the TIMER SET switch to the starting position, defined below. Press the red LAMP ON button and hold until a blue glow is observed through the viewing hole. The unit is now erasing and the chamber lid should remain closed until the timer clicks the lamp off. The TIMER SET control can be rotated at any time to extend the time or terminate the erasure.

Recommended Erasure Times

| Device Type | Erase Time | Timer Set |
|-------------|------------|--------------|
| 1702A | 15 minutes | 180° (start) |
| 1702 | 30 minutes | 360° |
| 5202, 5203 | 30 minutes | 360° |

Lamp Characteristics

Unfiltered short wave Ultra Violet light. $\lambda = 254$ nanometers.

Physical Characteristics

Housed in a 11.5 inch x 3.5 inch x 4 inch black anodized case.
Weight is 2.5 pounds.

Power Requirements

115 Vac, 60 Hz, 14 watts.

Application Notes

ROMs will read erased after two to three minutes under the UV lamp. However, it is important for reliable operation of these devices that they be erased for the recommended time.

Information is stored in this type of ROM as trapped charge. Erasing with UV light removes the charge as a function of time. A ROM that is not erased long enough will retain partial charges which may later affect the data pattern.



Ultra Violet Light Harmful To Eyes



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