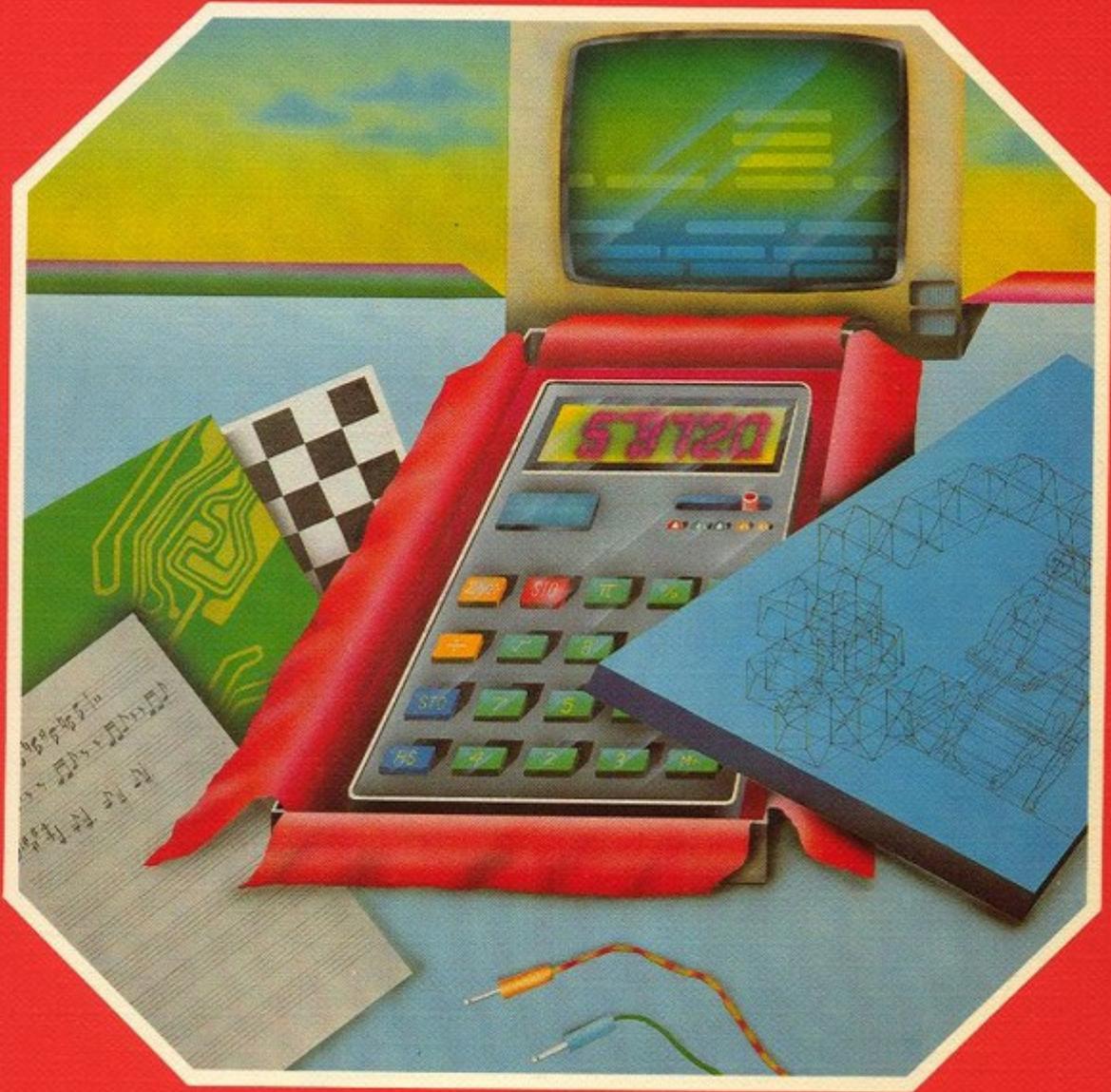


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# Switching interface for TI-59, TI-58, TI-57

Many good building instructions for a switching interface have already been published in CHIP. Why build another one? I was looking for a circuit that would make it possible to control multiple channels. The display of the computer as an interface is very suitable for this.

A 7-segment display is simple. If, for example, lines 1 and 8 are activated, the top segment lights up. Conversely: If the top segment lights up, a voltage can be tapped at 1 and 8.

This voltage is now amplified and switches a relay. The numbers 0 to 9 can appear in the display. Let us consider the upper and middle horizontal segment. The numbers 1, 4, 7, 8 are enough to fully control two channels. The TI-58, TI-59 models have ten digits. So 20 channels can be controlled. But there are problems:

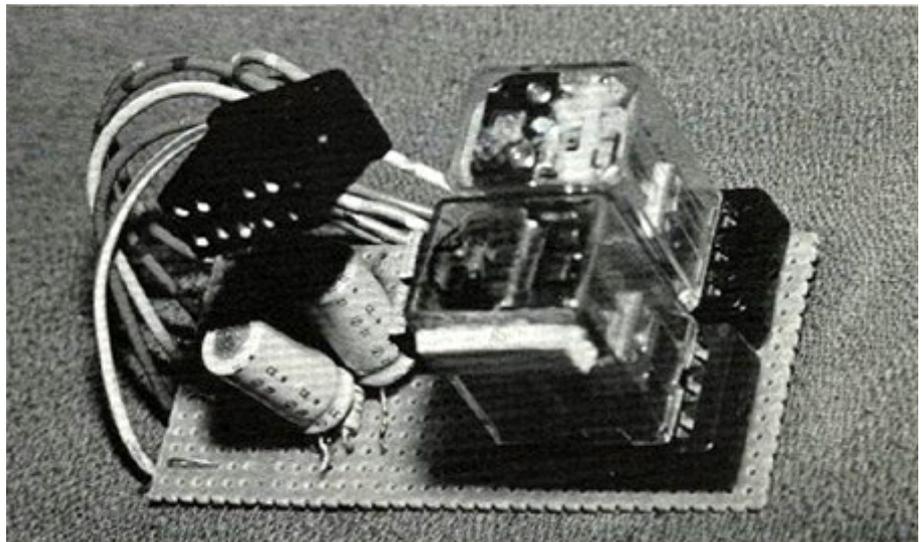
- The costs for 20 channels and the workload would be high.
- 22 lines must be led outside by the researcher.
- In extreme cases, 20 relays must be switched through.

So I decided to expand only two channels first.

## The circuit

The circuit diagram is very simple and can also be set up by computer fans

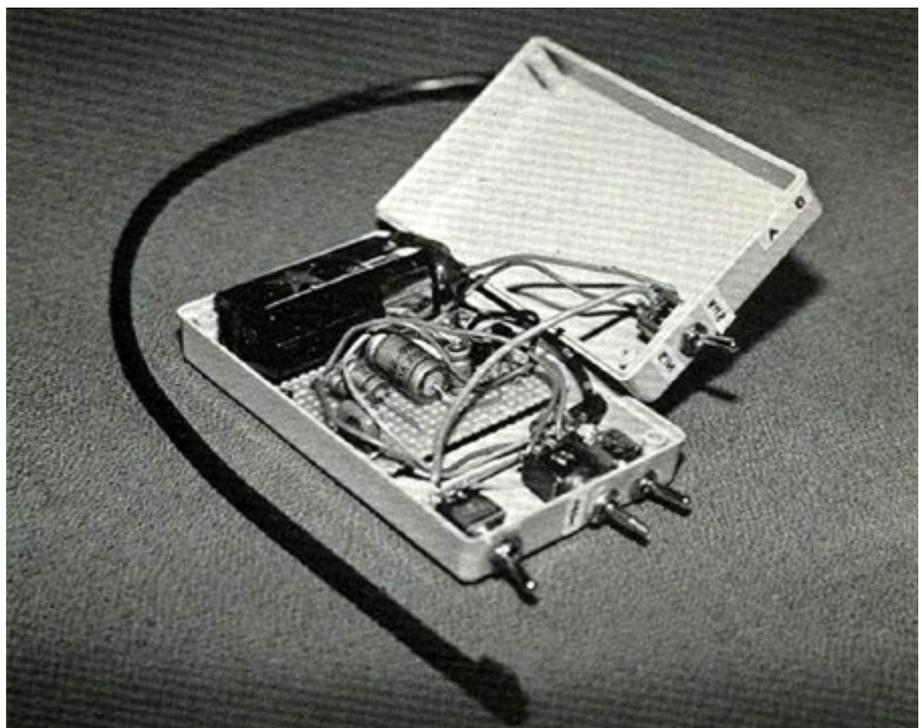
who have little electronics experience.



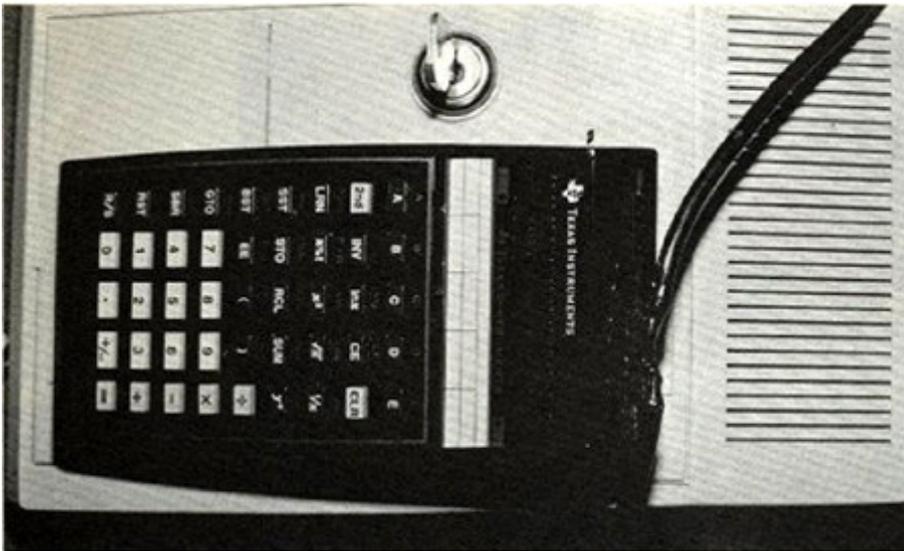
Experimental setup of the switching interface with 2 relays



Segment structure and control



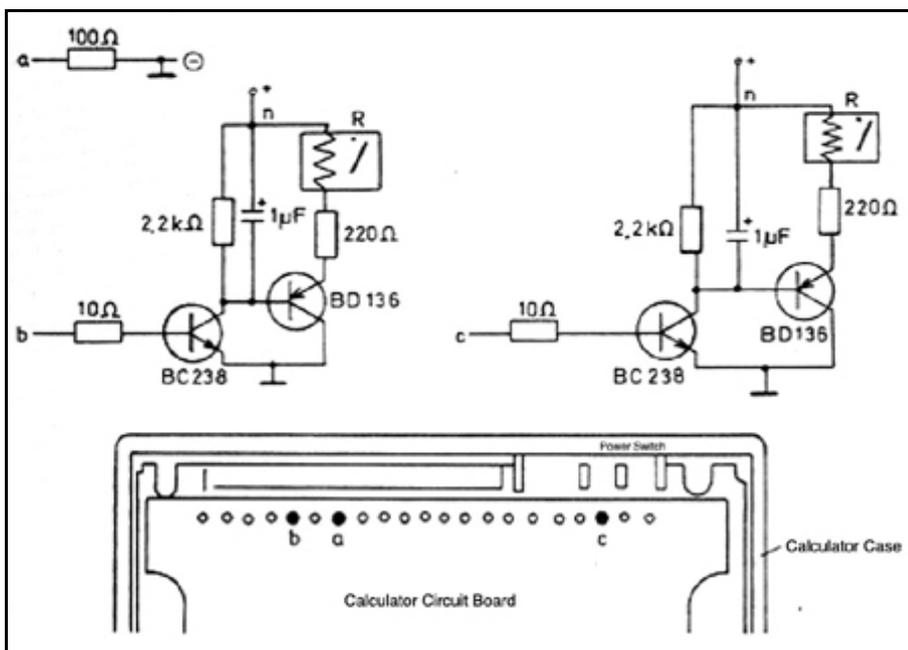
Open housing with battery for the switch interface



The calculator on the printer.  
The cable on the computer is the connection to the switching interface.



General view of the system with pocket calculator, printer and switching interface with connecting cables.



The circuit diagram shows the relatively simple structure for the switching interface.

The computer board shows the connections for the interface.

# External flag for TI-58/59

Which TI-59 player nature has not already looked enviously at the joysticks of the TV computers with which one can influence the game without having to press around on a keyboard? This is now possible with little effort for TI-59 owners! In principle it looks like this:

A multivibrator continuously presses the A or B key, depending on whether the joystick is held on the left or right.

For example, you have the following program:

```
LBL A
+ 1 = R / S
LBL B
- 1 = R / S
```

the computer counts up or down depending on the master's will.

Here is a typical program for this interface:

## A Mars Landing (TI-59)

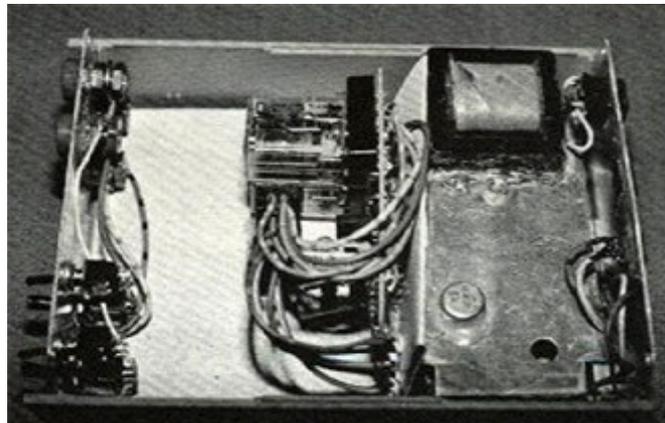
You sit in the spaceship and have the task of landing on the Mars soil, from which you are 2000 m away. You can see their position on the monitor (printer strip).

The Mars soil is on the left edge.

You can regulate the speed with the joystick.

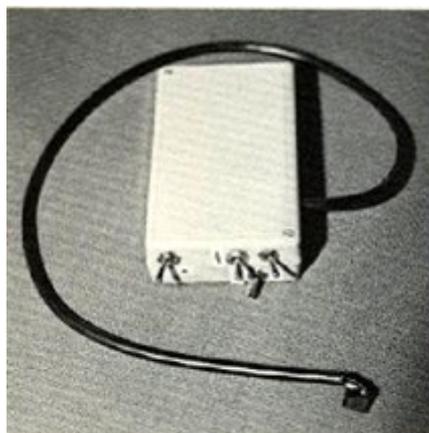
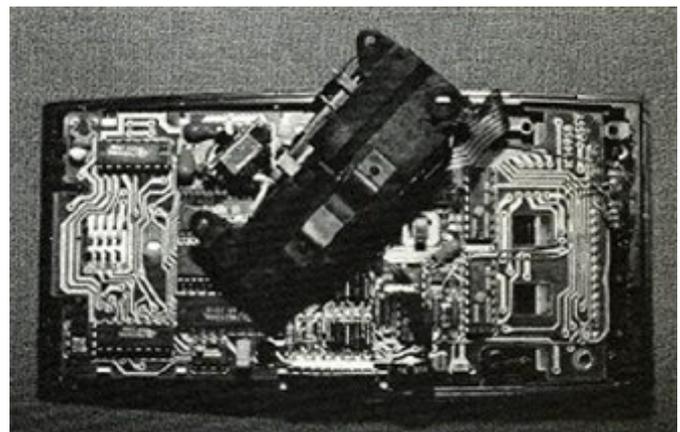
Have fun! It's not easy!

It starts with C. For the plug connection, plugs were chosen that are also common in model aircraft construction, in remote control reception systems.

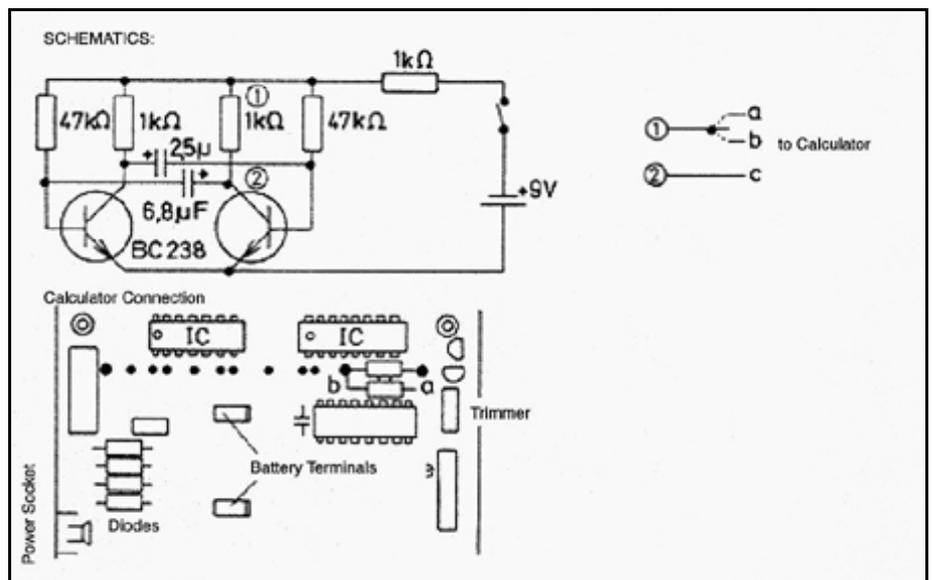


Open housing for the additional device.

Open calculator from the back of the computer board.



Additional device for the expansion of the calculator TI-58/59.



Circuit of the additional device with the connection designations in the calculator. Use only a very small soldering iron!

000	76	LBL	035	00	0	070	42	STD	105	54	54
001	11	R	036	00	0	071	00	00	106	69	DP
002	93	.	037	95	=	072	25	CLR	107	03	03
003	05	5	038	91	R/S	073	03	3	108	69	DP
004	44	SUM	039	43	RCL	074	66	PRU	109	05	05
005	00	00	040	00	00	075	99	PRT	110	61	GTD
006	61	GTD	041	67	EQ	076	25	CLR	111	34	FX
007	00	00	042	23	LNx	077	02	2	112	76	LBL
008	16	16	043	91	R/S	078	66	PRU	113	35	1/X
009	76	LBL	044	76	LBL	079	99	PRT	114	43	RCL
010	12	B	045	13	C	080	25	CLR	115	53	53
011	93	.	046	69	DP	081	01	1	116	69	DP
012	05	5	047	00	00	082	66	PRU	117	01	01
013	22	INV	048	43	RCL	083	99	PRT	118	43	RCL
014	44	SUM	049	59	59	084	69	DP	119	52	52
015	00	00	050	69	DP	085	00	00	120	69	DP
016	43	RCL	051	01	01	086	43	RCL	121	02	02
017	00	00	052	43	RCL	087	50	50	122	43	RCL
018	44	SUM	053	58	58	088	69	DP	123	51	51
019	01	01	054	69	DP	089	03	03	124	69	DP
020	43	RCL	055	02	02	090	69	DP	125	03	03
021	01	01	056	43	RCL	091	05	05	126	69	DP
022	69	DP	057	57	57	092	25	CLR	127	05	05
023	07	07	058	69	DP	093	91	R/S	128	61	GTD
024	25	CLR	059	03	03	094	76	LBL	129	34	FX
025	43	RCL	060	69	DP	095	23	LNx			
026	01	01	061	05	05	096	43	RCL	2232007300.		50
027	22	INV	062	76	LBL	097	56	56	3122000000.		51
028	77	GE	063	34	FX	098	69	DP	2713311641.		52
029	35	1/X	064	02	2	099	01	01	1435411523.		53
030	67	EQ	065	00	0	100	43	RCL	1641312200.		54
031	00	00	066	42	STD	101	55	55	1700271331.		55
032	39	39	067	01	01	102	69	DP	4317241523.		56
033	65	x	068	01	1	103	02	02	1724310073.		57
034	01	1	069	94	+/-	104	43	RCL	2113151700.		58
									2431371735.		59

Program for a Mars landing with the TI-59 calculator