

## Using PULSIN Command for Speed Trap

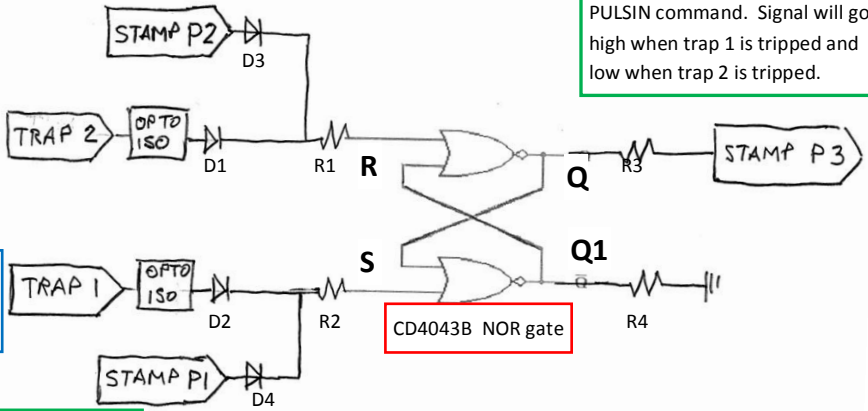
Output from stamp pin 2 is used for the reset sequence between the timing events.

Input to stamp pin 3 for the PULSIN command. Signal will go high when trap 1 is tripped and low when trap 2 is tripped.

8 V pulse input from eye of trap 2 to stop PULSIN counter.

8 V pulse input from eye of trap 1 to start PULSIN counter.

Output from stamp pin 1 is used for the reset sequence between the timing events.



Sequence-

- 1.Reset- Trap 1 & 2 and stamp P1 & P2 are all low. Stamp P1 & P2 go high to disable latches & set Q & Q1 low. Stamp P1 goes low to set Q1 high & the latch to R high; Q is still low. Stamp Pin 2 goes low, no change in states, but circuit is now ready for timing event. Trap 1 & 2 and stamp P1 & P2 are again all low.
- 2.Timing event- PULSIN command started at stamp P3. Trap 1 goes high which drives Q high to start PULSIN counter. Trap 2 goes high to drive Q low and stop the counter. Note – logic works whether Trap 1 goes low before or after Trap 2 goes high.