

QRPme TT2 40th Anniversary Buildathon "Homework"

The TT2 transmitter kit comes complete with all electronic parts...BUT, there are a couple of items YOU the builder need to supply. This version of the TT2 kit is true to the legacy TT2 and uses RCA jacks for the antenna and power connections. Having messed around with TT2s for 20+ years, I've always kept a lookout for TT2worthy cables. I use those generic YELLOW RCA-RCA video cables for antenna connections and the Red & Black audio cables for power connections. I find them at yard sales, flea markets and Goodwill...usually wrapped around an old VCR or video game console. Hamfests are a good source but not from the commercial vendors. Most likely, you will probably need to acquire a pair of video cables, one for the antenna connection and a second for the receiver. Another option would be a pair of RCA adapters to whatever existing cables you use.

I included a straight key kit in the package and you will need a 3.5mm-3.5mm stereo plug cable also know as an aux-aux cable to connect your straight key to the TT2. You might already have one for an existing key if it isn't hard-wired. You will also need a small piece of pine board to mount your key. Refer to the FreeKey Builders Guide...

LINK: <http://qrpme.com/docs/FREEKEY.pdf>

RCA-RCA cables on Amazon = \$5.99 (3pk 2 audio & 1 video)

Best Buy = \$9.99

RCA-BNC adapters on Amazon = \$6.50 (10pk 5 ea male & female)

AUX-AUX cables on Amazon = \$3.99

I included a pair of RCA plugs in the dummy load package so nothing is needed there. The RF Probe kit has wire included but you will find it easier to connect it to your DMM if you use a pair of alligator clip cables. Everyone should have a pack of those in their junkie bin. If you don't, then get some.....

Of course, You need a minimal set of tools, solder and soldering iron and a Digital Multimeter.

You can check out some of the other docs I developed for the QSO Tody LIVE streamed Buildthons. I've posted linkes to them here on the Buildathon page.

Enjoy,

Rex W1REX

