

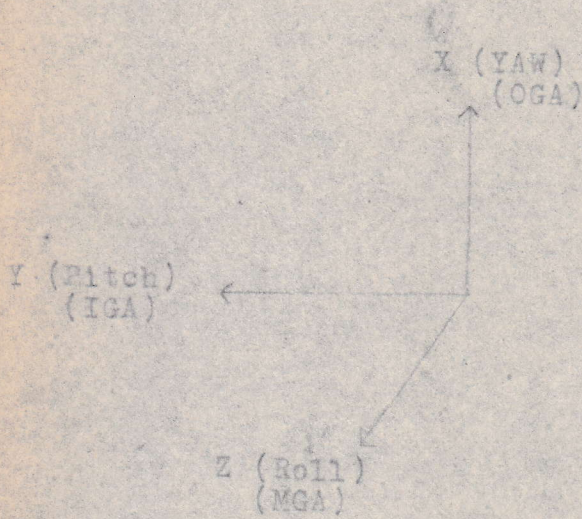
*C. Loat*  
*64*

Digital Dev. Memo #256 Rev. B.

To: Eldon Hall  
 From: Don Bowler  
 Date: 15 June 1965  
 Subj: Block 2 Computer Interfaces

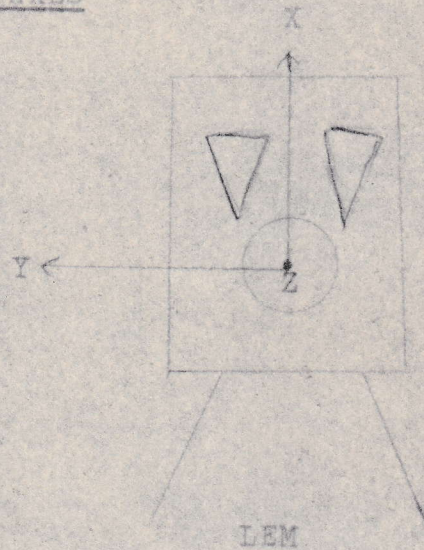
The purpose of this note is to define the more ambiguous outputs and inputs to the computer so that the interfaces can be wired up correctly and the programmers will know what they should have.

Several people have been contacted with regard to the definitions and conventions observed, however no attempt has been made to standardize the signal names and angles. They should be consistent with Block 1 where applicable.

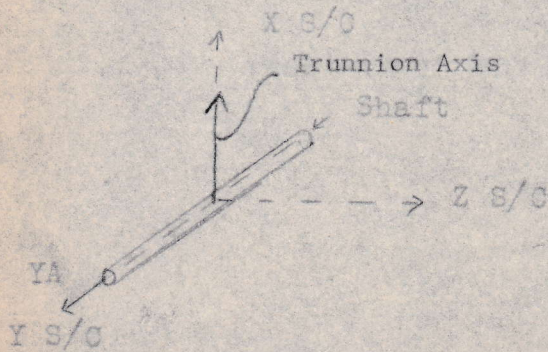


S/C and IMU axes

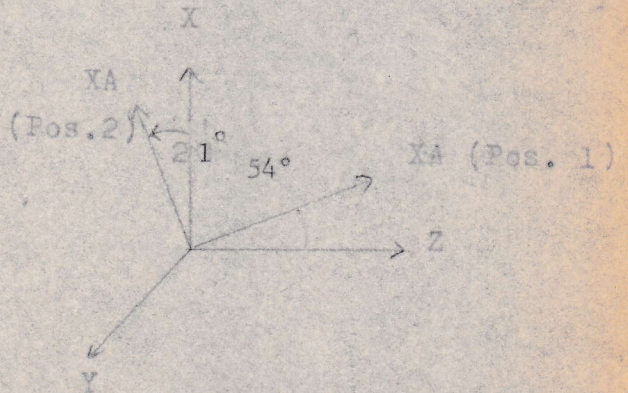
LEM AXES



LEM



Rendezvous Radar

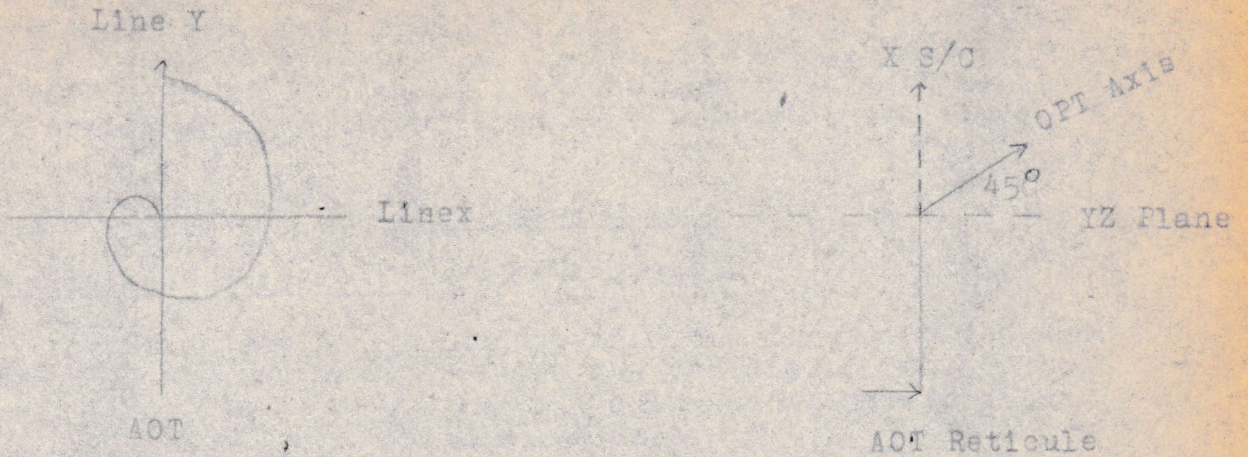


Landing Radar

Indicated axis 180° from boresight.

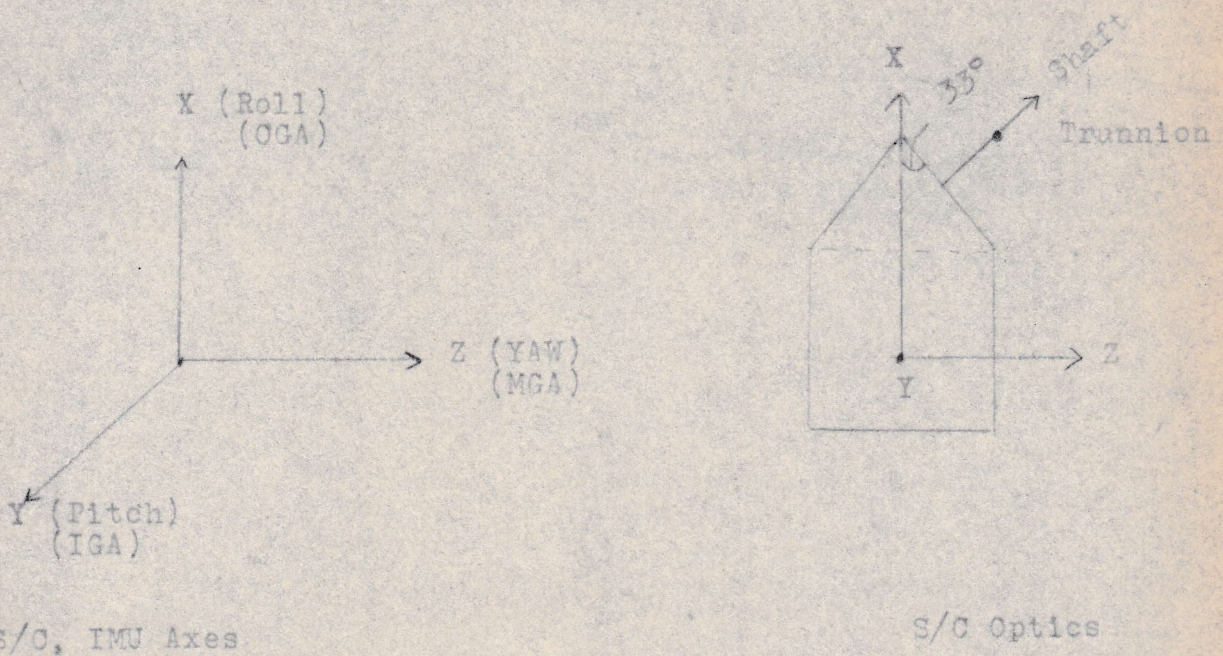


The AOT has a reticule which can be rotated. The reticule has X, Y axes in it to be used with the mark X, mark Y inputs to the computer.



It has a field of view  $45^\circ$  to the Y Z plane capable of being rotated in 3 discrete steps about the X axis. The reticule rotation and discrete positions are fed in through the display keyboard.

Command Module



Optics trunnion is parallel to S/C Y axis.



A. Laats

The figures indicate how the various axes are related and point out that the LEM and CM are different. The following definitions are brief and only one definition is given; the rest should follow in an obvious manner. Signal names are those used in D.D. Memo #185 Rev. 10.

Positive rotation about an axis is the direction a right hand threaded screw would have to be rotated to move along the axis.

Command Module

- (1) Reaction Control Jets CB801 - CB816
  - + x/+ Pitch Jet      Output discrete fires the jet and causes the vehicle to rotate about the + Y axis and translate along the + X axis.

There are 15 additional jets

- (2) Attitude DE093 - DE098
  - + Pitch Man. Rot.      Discrete input which requests positive vehicle rotation about the + Y axis till removed.

There are five additional inputs

(3) BMAG Signals YG817 - YG822

<u>BMAG</u>	<u>AGC Cntr.</u>	<u>Rot. Axis</u>
Pitch	42	Y
Roll	43	X
YAW	44	Z

- + Pitch BMAG      Input pulse corresponding to a positive vehicle rotation about the + Y axis.



(4) OPT CDU'S

(a) Inputs YG108 - YG111

<u>OPT</u>	<u>CDU</u>	<u>AGC Cntr.</u>	<u>Axis</u>
	Y	35	Trunnion
	X	36	Shaft
OPT + X			Pulse input indicating optics has rotated positively about the + shaft axis. OPT CDU reading has increased positively.

(b) Outputs XA114 - XA118

<u>OPT</u>	<u>CDU</u>	<u>AGC Cntr.</u>	<u>Axis (Optics)</u>	<u>Axis (Eng.)</u>
	Y	53	Trunnion	YAW
	X	54	Shaft	Pitch
(OPT Mode) + X OPT CDU				Pulse output causing counter of optics CDU to increase positively. Optics rotate positively about the shaft axis.
(TVG Mode) + X OPT CDU				Pulses to CDU causes S/C to rotate negatively about the + pitch axis. (engine rotated positively)..

(5) MIN. Impulse DE188, 189, 171-174

<u>Impulse</u>	<u>AGC Cntr.</u>	<u>S/C Axis</u>
Pitch	None	Y
YAW	"	Z
Roll	"	X
+ Pitch		Discrete input requesting increment of S/C rotation about the + Y axis. push minimum impulse stick down.
Yaw left		-Z rot, CCW ROT of MISTICK.
Roll left		-X ROT, move M1 Stick Left.



(6) TRANS SMDS DE018 - 023

+ X TRANS COMM (MAN) Discrete input requesting S/C translation along the + X axis.

6 inputs no counter.

(7) ISS CDU'S

(a) Inputs Y6118 - Y6123

	<u>CDU</u>	<u>AGC Cntr.</u>	<u>Rot. Axis</u>
(outer)	X	32	X
(inner)	Y	33	Y
(middle)	Z	34	Z

+ X CDU Pulse input indicating outer CDU has increased positively (S/C has rotated positively about the + X axis.)

(b) Outputs XA126 - XA131 →

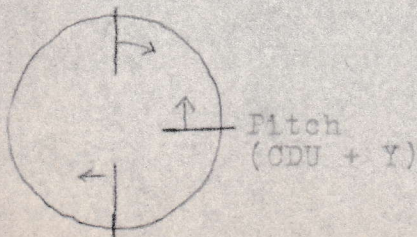
	<u>CDU</u>	<u>AGC Cntr.</u>	<u>S/C Axis</u>	<u>ATT. ERR.</u>
(outer)	X	50	X	roll
(inner)	Y	51	Y	pitch
(middle)	Z	52	Z	yaw

CDU + X (coarse align.) Pulse output causing outer gimbal rotation such that CDU readout increases positively. (gimbal rotates negatively about + X S/C axis.)

CDU + X (Saturn) Pulse output causes S/C to roll positively about the + X axis:

CDU + X (Att. error) Pulse output causing in phase output out of CDU, starting from zero; Roll Error needle moves clockwise. Needles move positively about respective axis for positive pulse outputs with pilot as origin. Fly to condition.

Roll (CDU + X)



YAW (CDU + Z)



(8) GYRO Torquing XA142 - 147

+ X Gyro Select

Pulse train that selects proper channel so that gyro set pulses will cause the inertial platform to rotate about the + X axis. (outer X CDU will change in negative direction.) (note, signal goes to - torquer of gyros output axis.)

6 signals 1 counter time shared.

(9) PIPA's YG132 - YG137

PIPA

AGC Cntr.

Axis

X  
Y  
Z

37  
40  
41

X  
Y  
Z

+Δ VX

Pulse input indicating S/C has increased velocity in + X direction.



-7-

LEM

(10) Reaction Control Jets CB801 - CB816

- X/ - P/ + R, No. 1      Output discrete fires jet no. 1 which causes S/C translation along - X axis, and rotation about - pitch and + roll axes.

There are 15 additional jets.

(11) TRIM CBL60, 902, 908, 841

+ Pitch Gimbal Trim      Discrete output causing descent engine to rotate about the + Y axis (S/C will pitch negatively)

There are three additional signals.

(12) LR Antenna SD407

LRDR POS CMD

Switch closure causing landing radar antenna to go to position 2. (Position 2 defined in figure above) DE182 indicates when antenna in Pos.2. Pos. 1 manual only.

(13) ATTITUDE A858 - 860, DE095

<u>Input</u>	<u>LCC Contr.</u>	<u>Rot. Axis</u>
Pitch	42	Y
Roll	44	Z
YAW	43	X

Prop. Pitch Rate CMD      In phase 300 cps input (W.R.T. G/N 300 cps) requests positive rotation proportioned to the input amplitude about the + Y axis.



(14) Rate of Descent DE102, 103, 182

Rate of Descent (+) Discrete input requesting decrease in velocity along + vertical axis (up). No LGC counter.

There is one other signal.

(15) Radar CDU

(a) Inputs YG108 - YG111

<u>CDU</u>	<u>LGC Cntr.</u>	<u>Axis</u>
Shaft	36	Shaft (Y)
Trunnion	35	Trunnion (XZ plane)
+ RR Shaft		Pulse input indicating rendezvous radar shaft CDU counter has increased positively. Radar has rotated positively about + Y (shaft) axis.

(b) Outputs XA111 - XA117

<u>CDU</u>	<u>LGC Cntr.</u>	<u>Radar Axis</u>	<u>Horizontal Vel. Axis</u>
Shaft	54	Shaft (Y)	forward
Trunnion	53	Trun. (XZ)	starboard
+ RR Shaft (Radar-Mode)		Pulse output causing Rend. Radar shaft CDU to increase in a positive direction, Radar to rotate in a positive direction (+Y).	
+ RR Shaft (Meter Mode)		Pulse output causing D/A counter to increase indication vehicle horizontal velocity has increased in forward direction.	



(16) AOT DE203 - 205, 209

Mark X

Discrete input indicating target has crossed X axis on reticule.

(17) TRANS CMDS DE018. - 023

Same as (6) above only along LEM X,Y,Z axis.

(18) ISS CDU'S

Same as (7) above only no Saturn function and LEM X,Y,Z axes.

i.e. CDU + X Pulse output causing in phase output of CDU, starting from zero; yaw error needle moves left. Needles move positively about respective axes for positive pulse outputs with pilot as origin. Fly to condition.

(19) GYRO Torquing

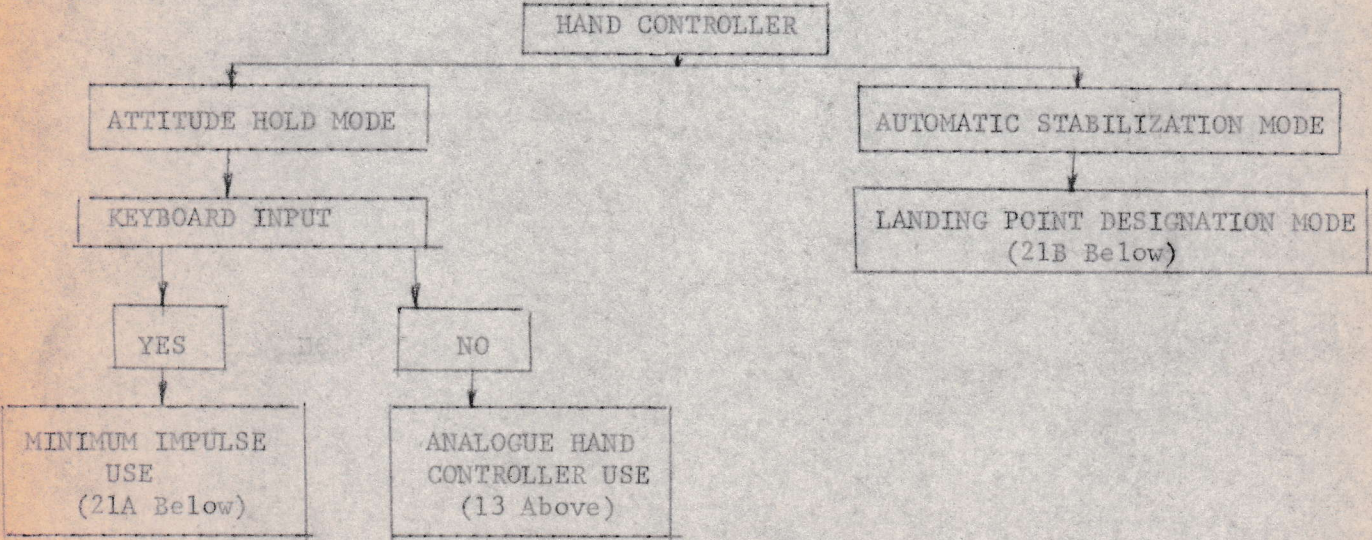
Same as (8) above only rotation about LEM X,Y,Z axes.

(20) PIPAs

Same as (9) above only along LEM X,Y,Z axes.

(21) Attitude Hand Controller DE 27-30

These signals are six separate D-C signals from the closure of the "pulse direct" switches on the rotational controller.



(21A) + PMI

Plus pitch minimum impulse input discrete which requests an increment of vehicle rotation about the +Y axis. Similarly for the other five inputs.



(21B) + EL (LPD)

A discrete input which indicates that the desired landing point is farther away.

+AZ (LPD)

A discrete input which indicates that the desired point is to the left of the line of sight.



D.D. Memo 256 Rev. A Changes

- Page 1.           Redefined landing radar XA axis.  
                  Clarified rendezvous radar trunnion axis.
  
- Page 4.           Redefined TVC rotation direction.  
                  Defined Yaw left and Roll left for minimum  
                  impulse controller.
  
- Page 8.           Redefined rate of decrease polarity.
  
- Page 9 -10.       Added Section (21).

Rev. B Changes

- Page 3.           Corrected AGC counter assignments for Pitch and  
                  Roll BMAGs.



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