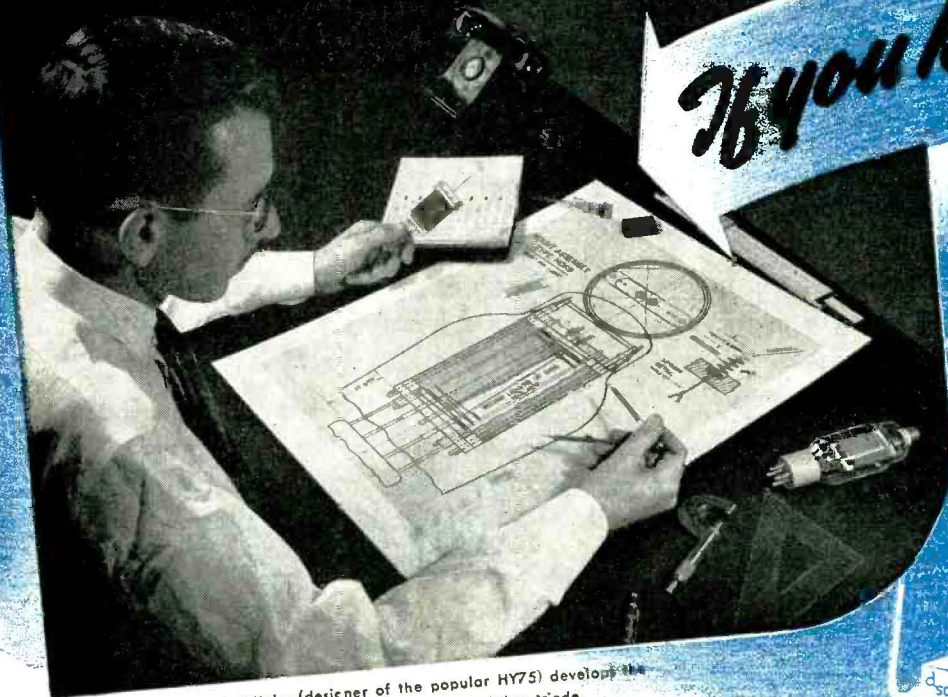
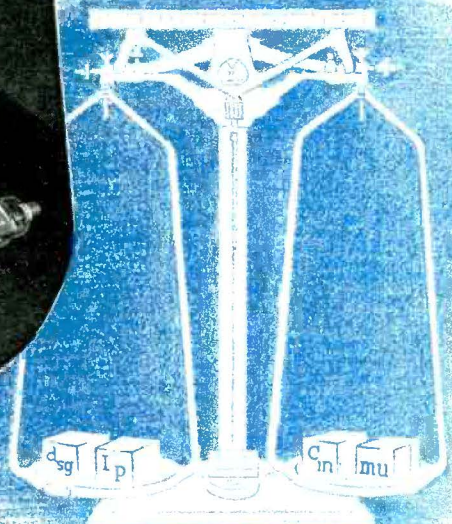


MAKING TUBES *is easy*

If you know how!



Edwin F. Dillaby (designer of the popular HY75) develops the mount structure for a new transmitting triode.



TUBE DESIGN is a BALANCING ACT

The job of a vacuum tube designer would really make you tear your hair. Drawing mainly on long experience — only the bare principles of tube design are found in books — the design engineer must co-ordinate the innumerable interlocking characteristics you specify.

Using standard parts when possible — hand-fabricating others, he assembles and processes engineering samples. Some characteristics may fall outside limits. Then begins a seesaw of compromises. Screen diameter is lowered; input capacitance rises. Plate current is raised; amplification factor drops. Back and forth teeters the design. Interlocking electrical, mechanical, physiochemical, ceramic, and metallurgical characteristics must be reconciled one after another. Finally the harassed

designer submits apparently satisfactory tubes for application tests.

You guessed it. Changes are required. The balancing act begins anew. Innumerable variables are again co-ordinated. Science and creative craftsmanship triumph; everyone is satisfied. Production takes over. Sure, it's a swell tube. But could this lead be changed, this spacer eliminated, this material substituted? Well, you see what we mean.

Through the years, Hytron design engineers have sweated for you. They have originated: GT, sub-miniature, vhf, instant-heating tubes. They have improved standard types including: OC3, OD3, 1616. Their experience will continue to craft for you the best in tubes.



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