

## DESCRIPTION

DC796 mates the highly integrated LT<sup>®</sup>3468ES5-1 with components that create a complete photoflash solution. This application shows how easy it is to manufacture a complete photoflash solution in a very small area. To simplify the demonstration an on-board  $\mu$ controller generates the signals required to charge and refresh the photoflash capacitor, flash the lamp on demand or simulate a reeye reduction sequence. The user need only connect a single cell Li-Ion battery or a power supply that will provide the proper input voltage.

**Design files for this circuit board are available. Call the LTC factory.**

LT and LTC are registered trademarks of Linear Technology Corp.

**Table 1. Performance Summary ( $T_A = 25^\circ\text{C}$ )**

PARAMETER	CONDITION	VALUE
Minimum Input Voltage		2.5V
Maximum Input Voltage	Abs. Max of the $\mu$ controller.	5V
Output Voltage $V_{OUT}$		320V

## OPERATING PRINCIPLES

Warning- The nature of this circuit is to generate and store high potential electrical energy. Do not assume this energy is discharged with the power source disconnected. Lethal high voltages are present.

Theory of operation regarding the LT3468ES5-1 and xenon illumination have been thoroughly discussed in the LT3468 data sheet and Linear Technology Application Note AN95 and the reader is referred to these documents, available online at <http://linear.com>.

## QUICK START PROCEDURE

The quickest and easiest way to get started with this demonstration is to connect a single cell Li-Ion battery to the input terminals (+ to  $V_{in}$  and - to Gnd). With the battery, or a suitable power supply connected, press the on/off button and the LT3468ES5-1 will begin to

charge the strobe capacitor. This is indicated by the red charge LED. When the output voltage has been reached, the red led will go out and the green ready LED will light. Pressing the flash button now will flash the strobe once or press the reeye button to start a

# QUICK START GUIDE FOR DEMONSTRATION CIRCUIT 796

## CELL PHONE PHOTOFLASH CHARGER

simulated redeye reduction sequence. During the time the charge LED is lit, the flash and redeye buttons are disabled. The green ready LED must be lit for the flash or redeye button to operate.

Some users may wish to disable the  $\mu$ controller and connect signals of their own. In anticipation of this, we have provided a simple solution. To suspend operation of the  $\mu$ controller, use the provided jumper on JP1 and connect the CLK signal to GND as shown in figure 1. The ready and charge indicators will alternate green and red at a one Hertz rate to provide a visual confirmation that you have correctly suspended operation of the  $\mu$ controller. You may now monitor the done pin and drive the trigger and charge pin with signals generated by your own chip set. Make certain that you do not exceed 5 Volts peak with these signals; this is the abs. max. value for any pin on the  $\mu$ controller even

when operating in high impedance mode. To charge the strobe capacitor, clock the charge pin from low to high. The charge pin must then remain high until the strobe capacitor is fully charged. If this signal is taken low prematurely the strobe capacitor will not fully charge. The done pin is an open collector and will pull low when the output voltage has been reached. At this time you can take the charge pin back low. During the charge cycle, the Trigger signal should be held high. Trigger the flash strobe with a high to low level signal on the trigger pin. In the previous discussion low is  $\leq 0.3V$  and high is  $\cong 4V$ . You may experiment with pulse widths to vary the intensity of the light created by the flash tube. Intense heat is created in the flash lamp when it is conducting. This effect is negligible when operating at low duty cycles but should be given careful consideration during experimentation.

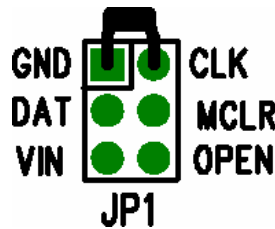


Figure 1. Jumper selection to suspend  $\mu$ controller operation

