

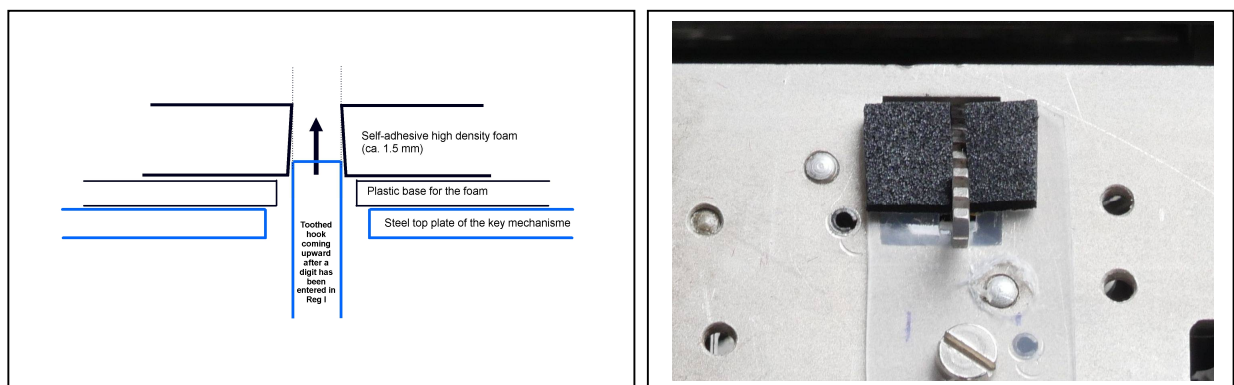
# Bounce damper

When a digit is input:

1. The button which is pressed determines how far the curved tooth bar can move downward.
2. Next the button activates a switch which on its turn activates a solenoid. The solenoid kicks the curved tooth bar downward thereby transferring the digit to Reg-III.
3. When the solenoid has reached its end position it triggers a one-step movement to the left of Reg-III.

In this last step the teeth of Reg-III's next digit position are supposed to nicely fit into the teeth of the bar. However, these teeth and those of Reg-III sometimes fall against each other in stead of falling between them. Ones that happens the input key sticks and can only be freed by manually moving the teeth of both in a proper position.

In a high speed video I noticed quite some bouncing of the toothed bar when it comes upward after step 2 and assumed that that might cause the problem. I tried several ways to limit bouncing and finally mounted a construction as depicted below.



Since this simple construction is mounted a new high speed video shows no bouncing at all and ..... the keys never jammed again.