Subject: Re: Getting Started
Posted by gofar99 on Mon, 25 Feb 2019 02:46:56 GMT
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Hi, Cost certainly factors into it, but I think more importantly is the satisfaction of accomplishment. I figure it starts out with curiosity and progresses to the question of "can I do that" and on to "can I make it better" or more in agreement with my needs (personalization). While I have been involved with electronics for over 50 years, I didn't get serious in designing equipment until about a decade ago. At that time I bought a kit tube amp. Yes it worked OK, but really was not top flight. I figured I might be able to improve it. Yes I did and along the way figured I could design and build a better one. It became the genesis of a tube audio company that has now been in business for nearly 9 years. So my thought for you is to start simple and let your interests and curiosity guide you. You will probably be able to look back at some future date and say "wow, I didn't think I could do that". Since you already can do wood working you are headed in the right direction IMO.