PHILIPS

LOGIC ANALYZERS PM 3580/PM 3585

User manual

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LOGIC ANALYZERS
PM 3580 / PM 3585
User manual

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JTN

Dual logic analysis

PF8690/00 System Software
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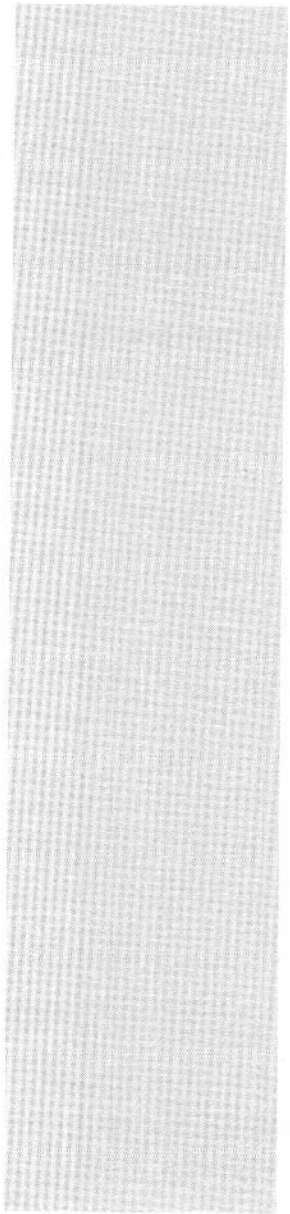
Revision 1992



Preface

Thank you for purchasing this PHILIPS logic analyzer. It has been designed and manufactured to the highest quality standards to give you many years of trouble-free and accurate measurements.

Should you have any comments on how this product could be improved then please contact your local Fluke/Philips representative. Fluke/Philips addresses are listed in chapter 11 of this User Manual.

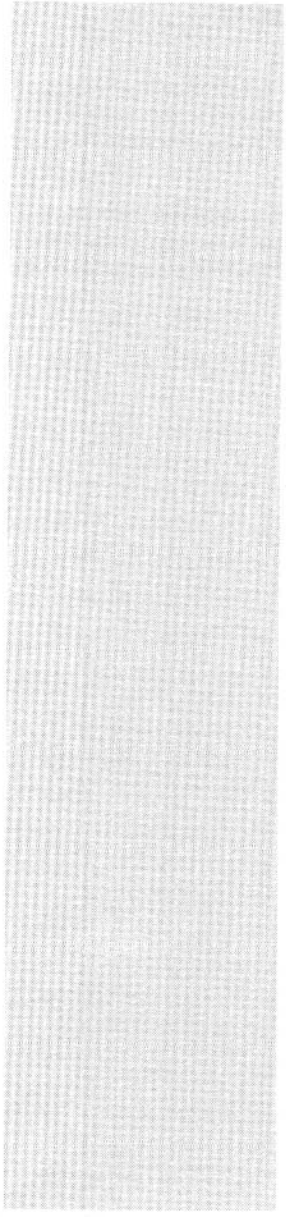


Table of Contents

Chapter 1

Introduction

The PM 3580 / PM 3585 Family

The PM 3580/PM 3585 Logic analyzer family is a new generation of general purpose logic analyzers giving twice the information with only half the work.

Dual Analysis Per Pin

All models of this family[1] (PM 3580/3x, PM 3580/6x, PM 3585/3x, PM 3585/6x, PM 3585/9x) feature an exclusive Dual Analysis Per Pin architecture allowing these instruments to analyze and store state ***and*** timing data on each of up to 96 channels in a single acquisition at full speed, all time correlated. No more dual probing; no more repeat measurements needed.

Performance

The PM 3580 instruments handle 100 MHz timing and 50 MHz state acquisition on all channels simultaneously.

The PM 3585 instruments handle 200 MHz timing and 50 MHz state acquisition on all channels simultaneously.

User Interface

Operation of the instruments is more intuitive and easier than ever to learn. The modern human interface is user-friendly both in understanding and operation. Whenever you need them, popup menus will remind you of the choices available. So even if you do not use a logic analyzer very often, you will not be guessing. And when you know exactly where you want to be, you will find the short cuts even faster. For instance, you can type 'T' to move the display directly to the trigger point. No menu needs to be involved.

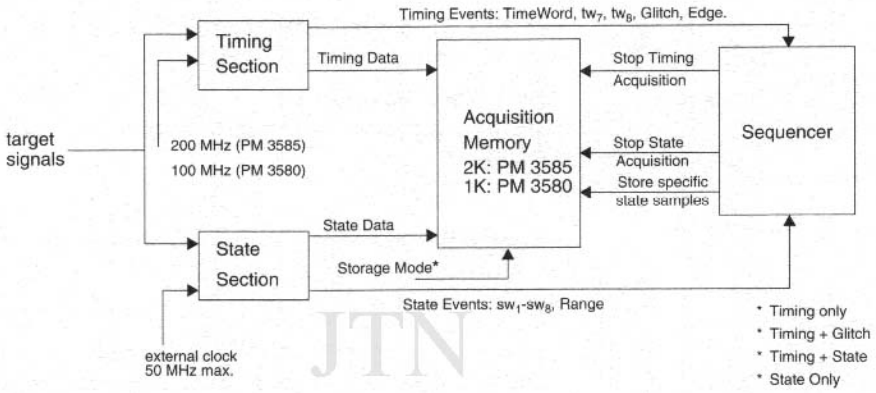
Remote Instrument Control

All instruments can be remotely controlled via the IEEE or RS232 interface using commands in SCPI[2] format. The IEEE communication option may be factory installed (instrument type number PM 358x/y1) or can be ordered as a separate option (type number PF 8653/20). The RS232 communication option can be ordered separately (type number PF 8653/30).

1. If the logic analyzer contains a factory installed IEEE communication option x=1, otherwise x=0.
2. SCPI: Standard Commands for Programmable Instruments.

Dual Analysis Per Pin Architecture

The new Dual Analysis Per Pin (DAPP) architecture makes simultaneous state ***and*** timing analysis possible per pin with ***single probing***. The basic DAPP architecture is shown below.



Simultaneous State and Timing Per Pin

Both a timing section and a state section simultaneously observe the same target signals. The pattern recognition results (timing events and state events) of both sections are routed to one common sequencer. The sampled timing and state data are routed to the acquisition memory which can store a total of 2K samples (1K for PM 3580 units) and which you can assign to timing only data (100%), timing + glitch data (50%/50%), timing + state data (50%/50%), or state data only (100%).

The pattern recognition logic for state and timing patterns operates independently from the storage mode you select. This allows you always to search for state and timing patterns in parallel.

PM3585: Two Analyzers

Inside your PM 3585 Logic Analyzer there are two independent Logic Analyzers, both having this unique Dual Analysis Per Pin architecture. These two analyzers can

arm each other when and where necessary in their respective sequences.

Channels can be assigned in groups of 16 to either analyzer or remain unassigned.

External Clocks

Both PM 3580 and PM 3585 units can use any channel as a state/external clock. Furthermore, any channel can be used as a clock qualifier. This is another unique feature of this logic analyzer family.

A maximum of 4 state clocks can be defined at the same time (per analyzer in PM 3585 units).

Transitional Timing

Timing data is stored using the transitional timing mechanism. This guarantees an optimal usage of acquisition memory.

Key Features

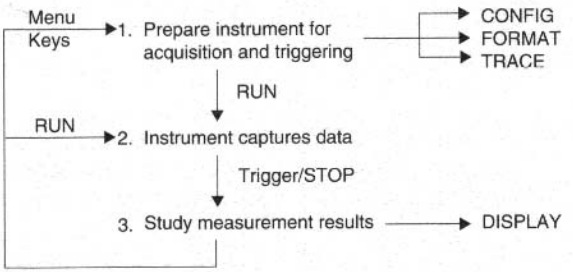
The key features of all four models are as follows:

- "Dual Analysis Per Pin (DAPP)" architecture (simultaneous, correlated state and timing acquisition on all channels)
- Transitional timing on all channels
- Powerful triggering functionality integrating state & timing trigger functions in the same trigger sequence
- Eight-level sequencer with full conditional structure (If...Then...Else)
- Eight state trigger words
- One range recognizer
- Three timing trigger words
- One edge detector
- One glitch detector
- Absolute or relative time stamp, always at full speed (5 ns resolution)
- Powerful selective data acquisition functions.
- Optional remote control via IEEE or RS232 interface using commands in SCPI format.

Menus

Basic Measurement Loop

In using a logic analyzer you generally go through the following basic measurement loop:



In the first step you prepare the instrument for data acquisition. You should specify:

1. Which pods are relevant,
2. The threshold levels of the signals,
3. The signal names and attributes,
4. The sequence of patterns to search for,
5. Which data is to be stored (Timing only, Timing + Glitch, Timing + State, or State only).

You do this by using the 3 menus referred to as:

- Configuration (CONFIG)
- Format (FORMAT)
- Trace (TRACE)

After you have set up the instrument, press the *RUN* key.

The analyzer now captures data and searches for the sequence of patterns specified. As soon as the analyzer has found the trigger sequence, it stops data acquisition and shows you the results in the DISPLAY menu.

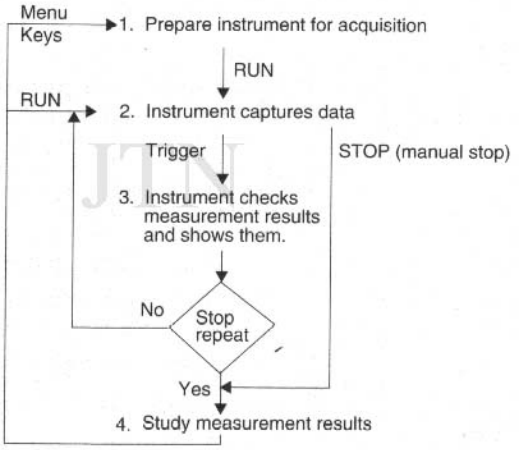
You can then study the results, measuring how long signals show a specific level; how long program loops are etc..

Default Set up

The default set up of the analyzers is such that you can switch it on, press the *RUN* key, and immediately get a proper display.

Repetitive Runs

With repetitive runs, the instrument repeatedly captures data until some repeat stop condition is met. The measurement cycle now looks like this:



Disk Facilities

Thanks to the disk facilities (accessed via the I/O menu), you can load or store instrument settings and data to shorten the instrument preparation step, or to perform a number of automatic measurements. If you use the autoload feature, the analyzer will automatically load the selected instrument settings from disk at power on time.

Menu Overview

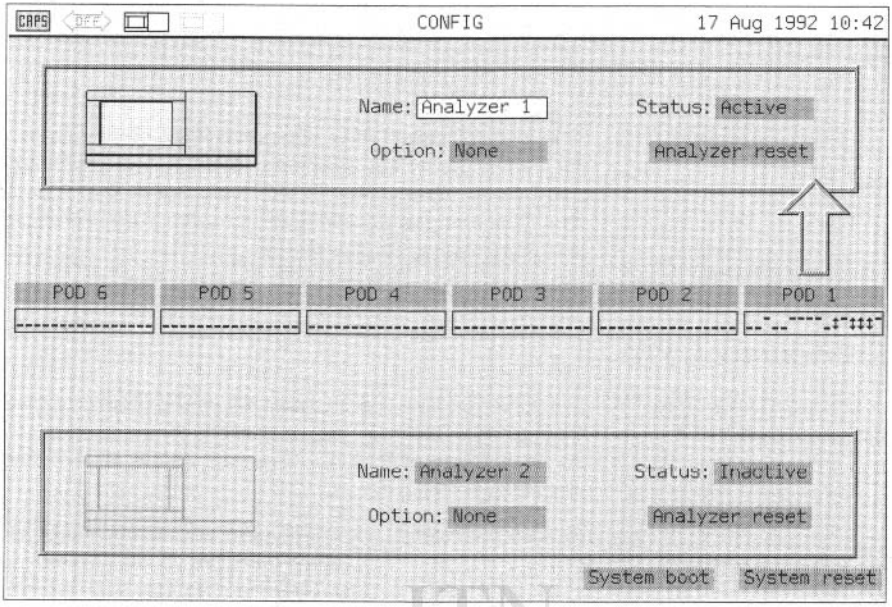
The next two pages show you an overview of the four major menus (CONFIG, FORMAT, TRACE and DISPLAY) used during measurements, with typical entries. Compare the "Dual Analysis Per Pin (DAPP) Mode" in the *PM 3580/ PM 3585 Getting Started Guide.*

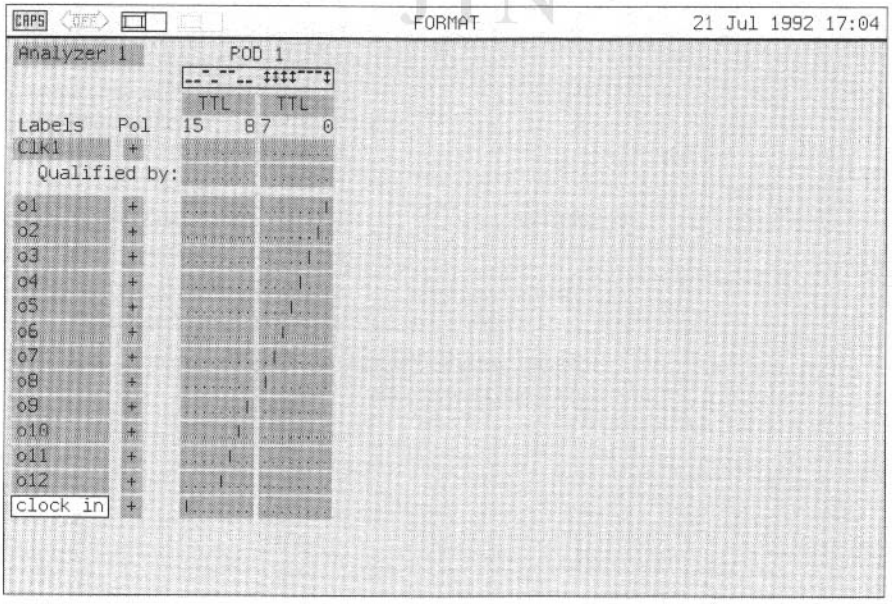
User Configuration File

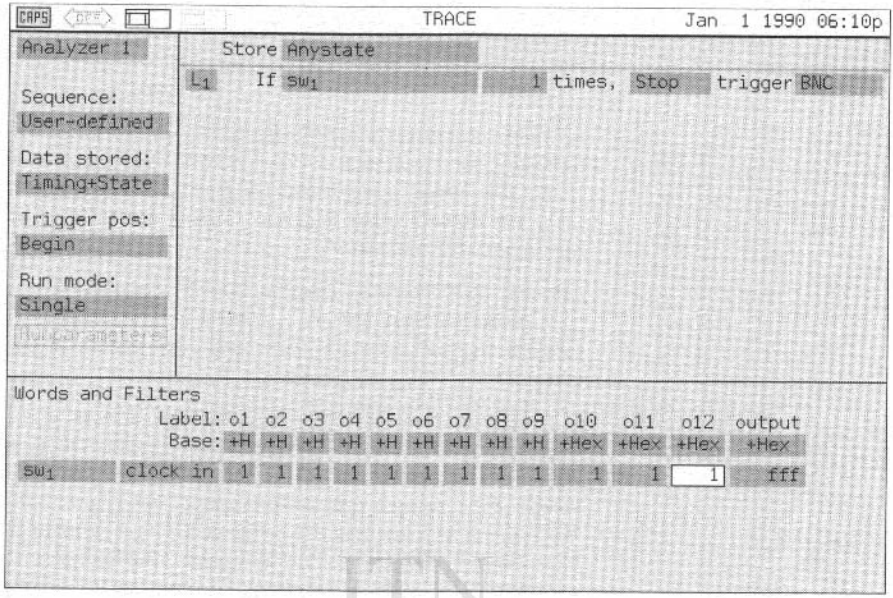
On power on time the analyzer will check whether a user configuration file (user.cfg) is present on the disk, and if found, will load its contents. You may use this file to define the settings for:

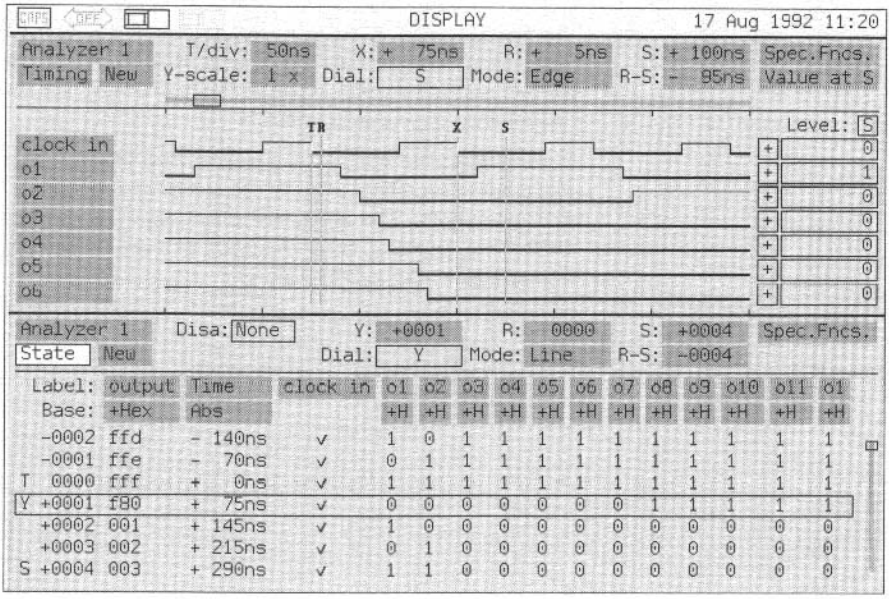
Screen blank time:	The screen will automatically become inactive if no button is pressed during the time interval (minutes) specified.
Date and Time format:	Date and time are always displayed in the menu bar at the top of the display. You may specify whether you want this information to be displayed in US or European format.
Printer:	Specify the characteristics of the printer you use for print outs.
Remote control:	Specify parameter values related to remote control operation.

Please refer to Chapter 10, "File Formats", for a detailed description of this file.


CAPS
DEF
CONFIG
17 Aug 1992 10:42
Name: Analyzer 1
Status: Active
Option: None
Analyzer reset
POD 6
POD 5
POD 4
POD 3
POD 2
POD 1
Name: Analyzer 2
Status: Inactive
Option: None
Analyzer reset
System boot
System reset


CAPS
DEF
FORMAT
21 Jul 1992 17:04
Analyzer 1
POD 1
TTL
TTL
Labels
Pol
15
8
7
0
Clk1
+
Qualified by:
o1
o2
o3
o4
o5
o6
o7
o8
o9
o10
o11
o12
clock in


CAPS
TRACE
Jan 1 1990 06:10p
Analyzer 1
Store Anystate
Sequence:
User-defined
Data stored:
Timing+State
Trigger pos:
Begin
Run mode:
Single
Run parameters
L1 If sw1 1 times, Stop trigger BNC
Words and Filters
Label: o1 o2 o3 o4 o5 o6 o7 o8 o9 o10 o11 o12 output
Base: +H +H +H +H +H +H +H +H +H +Hex +Hex +Hex +Hex
sw1 clock in 1 1 1 1 1 1 1 1 1 1 1 1 fff


CAPS
DISPLAY
17 Aug 1992 11:20
Analyzer 1
Timing New
T/div: 50ns X: + 75ns R: + 5ns S: + 100ns
Y-scale: 1 x Dial: S Mode: Edge R-S: - 95ns
Spec.Fncs.
Value at S
TR X S
Level: S
clock in
o1
o2
o3
o4
o5
o6
Analyzer 1
State New
Disa: None
Y: +0001 R: 0000 S: +0004
Dial: Y Mode: Line R-S: -0004
Spec.Fncs.
Label: output Time clock in o1 o2 o3 o4 o5 o6 o7 o8 o9 o10 o11 o12
Base: +Hex Abs +H +H +H +H +H +H +H +H +H +H +H +H
-0002 ffd - 140ns v 1 0 1 1 1 1 1 1 1 1 1 1
-0001 ffe - 70ns v 0 1 1 1 1 1 1 1 1 1 1 1
T 0000 fff + 0ns v 1 1 1 1 1 1 1 1 1 1 1 1
Y +0001 f80 + 75ns v 0 0 0 0 0 0 0 1 1 1 1 1
+0002 001 + 145ns v 1 0 0 0 0 0 0 0 0 0 0 0
+0003 002 + 215ns v 0 1 0 0 0 0 0 0 0 0 0 0
S +0004 003 + 290ns v 1 1 0 0 0 0 0 0 0 0 0 0

Manuals

All menus are of the type "fill in the form". Each menu is extensively described in the *PM 3580/PM 3585 Reference Guide.* This guide is organized per menu. Given a menu, it concisely describes per field the purpose of the field and all the possible options.

The *PM 3580/PM 3585 Getting Started Guide* leads you through the different menus by means of a number of examples. In this guide the front and rear panels of the instrument are also described.

This manual, the *PM 3580/PM 3585 User Manual*, gives more background information with respect to the concepts implemented in your instrument. It explains, besides other things, the concepts and possibilities of the State Clock mechanism and sequencer. It also contains a number of more advanced examples. Understanding the background information provided in this manual allows you to get the most out of your instrument.

The *PM 3580/PM 3585 Service Manual* helps you in troubleshooting and repair at module level. It also contains the performance verification procedures for checking out the performance of your instrument.

The *PM 3580/PM 3585 SCPI Programming Manual* gives you all the information which is needed to remotely control your instrument. This manual is only shipped with units which have the IEEE communication option installed (instrument type number PM 358x/y1).

Accessories

With your instrument, a number of accessories are supplied as standard. See Chapter 11, "Safety and Installation": "Initial Inspection" for a complete overview of the accessories supplied.

In addition to the standard accessories, a number of additional accessories are available, including, but not limited to:

- Extra pods.
- Extra measuring clips.
- Extra manual sets.
- Instrument cart.
- Microprocessor support packages (adapters and disassembly software).
- Logic target.
- 12 V DC/AC converter for battery operation.

For an up-to-date list of all accessories available, please ask your local Fluke/Philips sales representative.

Switching on the Logic Analyzer

For details see Chapter 11, "Safety and Installation": "Installation".

Note: If you press a key during the analyzer's power on sequence, it will perform a (7-minute) self-test and display the results on the screen. After the self-test has been completed and is satisfactory, the analyzer boots from the floppy disk.

Chapter 2

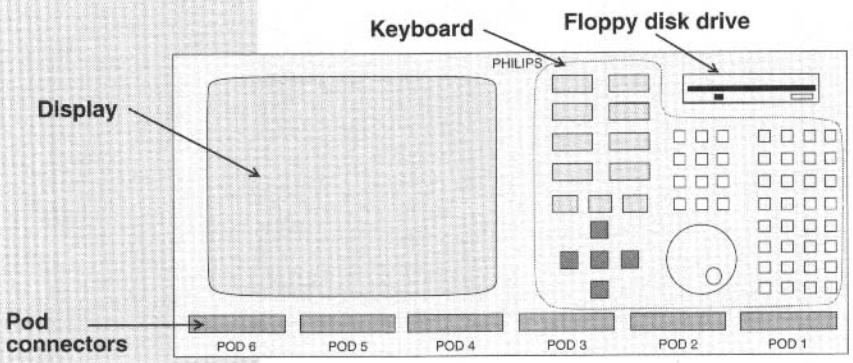
Overview of the Instrument

This chapter explains the layout of the instrument. The user interface is described in Chapter 3, "Menu Overview".

Front Panel

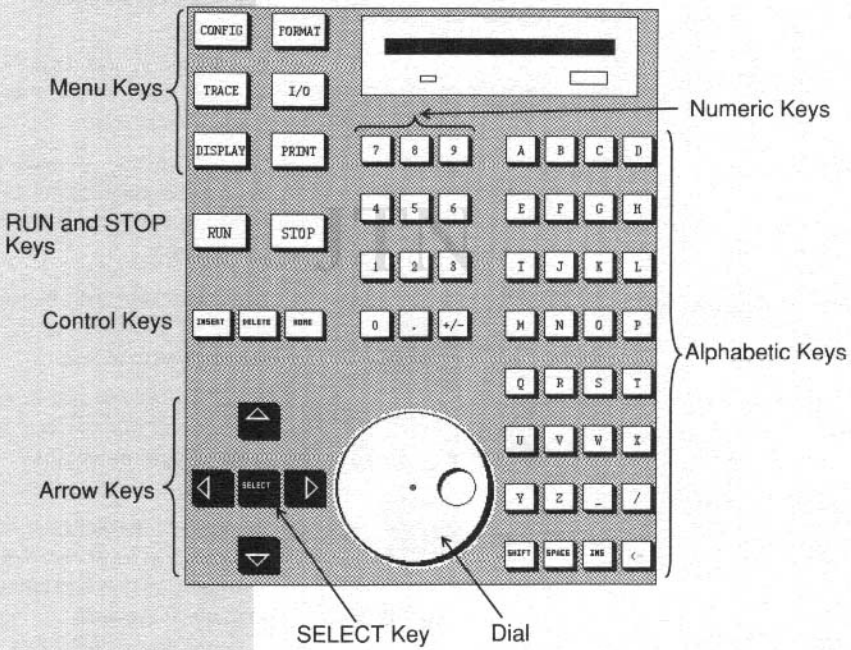
The Front Panel of the Logic Analyzer (as shown at the bottom of this page) consists of four areas:

- The **Display** screen on the left displays the menus, operating information, and acquisition results.
- The **Keyboard** in the center and right is used to enter commands.
- The **Floppy disk drive** in the upper right is used for the system floppy disk and for saving and restoring data.
- The **Pod connectors** at the bottom are used to connect the signals to be measured to the analyzer. Each pod connector carries 16 signals. Depending on the channel width of your instrument, you can see two, four or six pod connectors at the bottom of the front panel.

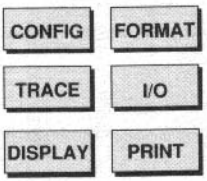


Keyboard

The PM 3580/ PM 3585 Logic Analyzer keyboard is logically grouped into several areas, plus the dial, as shown below. These areas, and the effect of their keys is as follows:



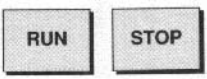
Menu Keys



The menu keys select the appropriate major menu.

When you press one of the menu keys (shown at left), the associated menu appears. These are described in Chapter 3, "Menu Overview".

Run and Stop Keys



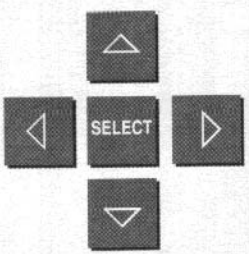
The *RUN* and *STOP* keys are used to manually start and stop data acquisition.

Control Keys

The *INSERT* and *DELETE* keys are used to insert and delete menu items.

The *HOME* key is used to move the highlight to the field at the top left of the menu or screen area.

Arrow Keys and Dial

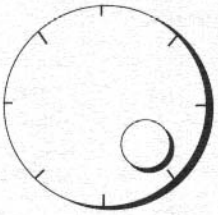


The arrow keys and the dial are used to move the highlight around in menus.

There are differences in the operation of the dial and the arrow keys in relation to *Scrolling*.

When more fields are specified than can be shown in an area, use the arrow keys on the end fields (top and bottom or left and right as appropriate) to scroll the area.

For example, a maximum of eighteen labels can be seen on the Format Menu. If you have more than eighteen labels, moving to any field on the bottom line of the menu and pressing the down arrow key, causes all the labels to move up one line (scroll up), and the next label line to be shown.

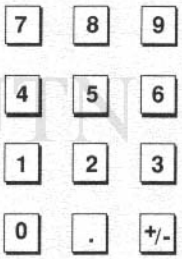


The dial does not perform scrolling; it allows you to wrap around an area, menu, list or popup menu. (These terms are defined in the next chapter.) On the Display menu, however, the dial is used to scroll the data displayed or to move the selected cursor.

Select Key

The *SELECT* key is used to select an action, toggle a value, and to end a numeric entry. (It has a function similar to the Enter or Return key of a computer keyboard.) The specific function of the *SELECT* key is explained in the relevant places.

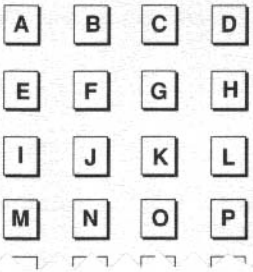
Numeric Keys



The numeric keys allow the entry of numeric data and numbers within names.

The +/- key can be used to toggle the sign in numeric fields.

Alphabetic Keys



The alphabetic keys are used to rename the analyzer, signals, and files, etc. They can also be used to make quick selections from lists and to define units of measurement.

The alphabetic keys consist of the characters A through Z, the underscore, the forward slash, and the space.

In addition there are three other keys at the bottom of the alphabetic keyboard:

SHIFT: You can use the *SHIFT* key to select between upper and lower case characters. The *SHIFT* key also provides for a Caps lock function. the operation of the *SHIFT* key is detailed below:

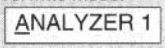
SHIFT, SHIFT: Pressing the *SHIFT* key twice turns Caps Lock on or off. The status of the Caps Lock function is indicated at the left hand side of the menu bar. If Caps Lock is on the word "CAPS" appears in the menu bar in black. If Caps Lock is off the word "CAPS" is displayed in light grey.

SHIFT, Character: If you press the *SHIFT* key, the next character (and only the next character) will show as upper case if Caps Lock is off and as lower case if Caps Lock is on. You can also press *SHIFT* and the character key at the same time.

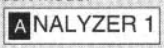
SHIFT, Space: Deletes the text you are editing from the current cursor position till the end of the field.

SHIFT, Backspace: Deletes the entire text in the current editable field.

Overwrite mode:



Insert mode:



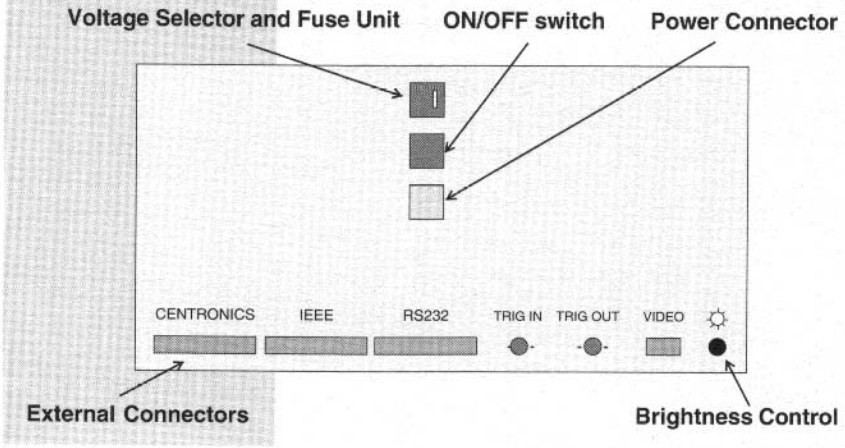
INS: (INSert) Normally when you type, the cursor is an underscore (_), and the characters you type overwrite those already present. The *INS* key is a toggle that changes the cursor to an invert block and causes characters you type to be inserted in the text. Characters to the right of the cursor are pushed to the right, and if they go beyond the right border they are lost. The insert mode is terminated by pressing the *INS* key again.

← The *BACKSPACE* key (←) lets you delete the character to the left of the cursor, if there is one, moving up all the characters at the right. This key can also be used in other fields, such as the channel fields, to delete the channel at left.

Rear Panel

The rear panel has all the external connectors (communication interfaces, printer output, video output, trig in and trig out), the brightness control, power connection and the ON/OFF switch. The illustration at the foot of the page shows the connectors located at the bottom of the rear panel (described from left to right).

- CENTRONICS connector: A female 25-pin 'D' connector for the attachment of a parallel printer with a Centronics interface.
- IEEE connector: optional IEEE-488 (24 pins) connector for remote operation.
- RS232 connector: A male 25-pin 'D' connector for optional remote operation.



- TRIG IN connector: A male BNC connector by which a trigger pulse from another instrument can be input to the logic analyzer.
- TRIG OUT connector: A male BNC connector for supplying an external trigger pulse from the Logic Analyzer to another instrument.
- VIDEO connector: A 15-pin 'D' connector for the attachment of an external 32kHz monochrome monitor (MVGA).
- Brightness control: Increases or decreases brightness level.

In the center top of the rear panel is the voltage selector and fuse unit.

CAUTION

The selected voltage MUST match your line (mains) voltage: otherwise, you can damage the instrument. See the *Installation* procedures described in Chapter 11 for instructions on selecting the correct voltage.

Below the voltage selector and fuse unit is the main instrument ON/OFF switch; below that is the connection for the power cable.

The connector pin specifications can be found in Chapter 9, "User Hardware Specifications".

Chapter 3

Menu Overview

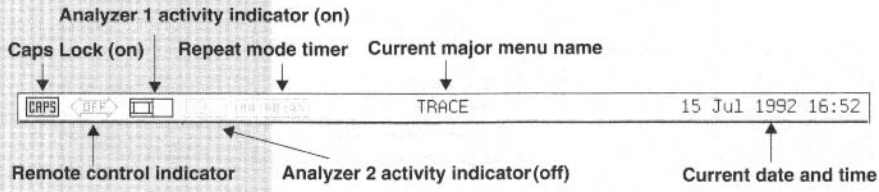
Menus

This chapter shortly describes the items common to more than one menu, and then the purpose of each menu.

Please refer to the *PM 3580/PM 3585 Reference Guide* for detailed information on all fields of the menus, i.e., what a menu, field or option does, or the effect of a key on a field or menu.

Menu Bar

The five major menus each have a menu bar at the top which provides information about the current status of the instrument, for example as follows.



In the center of the menu bar is the name of the current menu: CONFIG, FORMAT, TRACE, DISPLAY or I/O.

Current Date and Time

At the right of the menu bar, the current date and time is displayed. This is especially important when using the Print facility. The date/time information can be changed using the "Set Date and Time" option on the utility disk. See Chapter 12, "Utilities" for instructions on use of the utilities disk. The date and time may be displayed in US or European format, with US format being the default setting. You can use the user configuration file to change the format setting. Please refer to Chapter 10, "File Formats", for more details.

Caps Lock Indicator

At the left of the menu bar is the caps lock indicator. If caps lock is on, the word CAPS is shown in black, otherwise CAPS is shown in light gray. Pressing the *SHIFT* key twice toggles caps lock on/off.

Remote Control Indicator

To the right of the Caps Lock indicator, the remote control indicator shows the selected mode for remote operation (Off, IEEE, RS232 or Detect). If remote operation is inac-

tive the indicator is shown in light gray, otherwise the indicator is shown in black.

Analyzer Activity Indicators

To the right of the remote control indicator the analyzer activity indicators are shown. There are two such indicators on PM 3585 instruments, and one on PM 3580 instruments.

When an analyzer is active (status = *active* in the Configuration menu) but not running, the appropriate activity indicator is shown in *dark gray*.

When an analyzer is inactive, the appropriate activity indicator is *light gray*. When an analyzer is active and acquiring data, the appropriate activity indicator *'flashes'*.

On PM 3585 instruments, the left-hand symbol represents analyzer 1, and the right-hand symbol represents analyzer 2.

Repeat Mode Timer

To the right of the analyzer activity indicators, if the analyzer is in repeat mode (see Chapter 5, "Trace Control"), the repeat mode timer is shown. If auto-repeat is defined but not active, the repeat mode time is *light gray*.

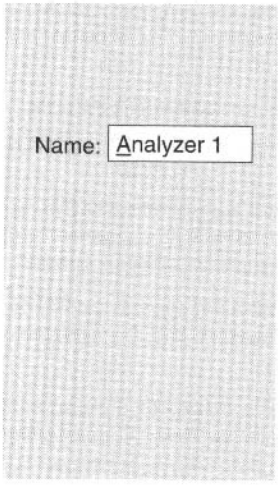
If auto-repeat is defined and active, the repeat mode time is *black and counting down* during the time interval between runs.

Menu Fields

On each menu, there are a number of fields. These are the small white or gray boxes containing text. The currently active field is highlighted: it is the one with a white background. Key press actions only affect highlighted fields. You use the arrow keys or the dial to move the highlight from field to field.

To do something with the instrument, you will select the appropriate menu, highlight the appropriate field, and then press the appropriate key to do the action you want done. (While you are getting to know the instrument, this will most often be the *SELECT* key. You can also think of the *SELECT* key as a kind of help function.)

Analyzer Name Field

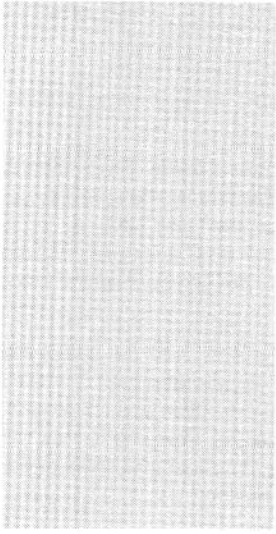


All the major menus concerning analyzers (*i.e.*, except the I/O menu) contain a field in which the current analyzer name is shown. On the Configuration menu, if you have a PM 3585 instrument, there are two such fields, one for each analyzer.

The default names, used throughout the documentation, are Analyzer 1 and (on PM 3585) Analyzer 2. These names can be changed on the Configuration menu. The changed name or names will then appear on each of the other menus.

When you press *SELECT* on the Analyzer field (at the top left) on the Format, Trace and Display menus you will see the settings in that menu for the other analyzer. Note that, if no pods are assigned to an analyzer, the menu settings for that analyzer are not selectable.

Field Types



On the different menus, selectable fields are present. Different *types* of field may be distinguished. These field types are described below.

Information:

The data shown in these fields cannot be changed directly.

Editable: These are fields where you specify names of items such as signal and clock labels. You can use all the letter and number keys, including the decimal point, slash (/), space and underscore keys. The *INS* key (right of front panel) toggles between insert and overwrite mode. The dial and left/right arrow keys can be used to move through the field. Use the arrow keys or the *SELECT* key to exit.

Numeric: (Integer and real). These fields are used for entering numeric data. Data is entered in calculator style; each number entered at the right, pushing the other numbers left. Only numeric characters, the backspace key (←), the decimal point, and the +/- key are allowed. For integer numbers, the decimal point and +/- keys are ignored. Use of any other key ends the edit mode.

Toggle: On these fields, press *SELECT* to toggle the items cyclically around the predefined values. Where the predefined items are + and –, you can also toggle using the +/- key.

Check: This is a special kind of toggle field. Their predefined values are • and ✔. The dot (•) indicates that the item associated with this check field is not selected, the check (✔) that it is selected.

First Character Select:
Press the initial character of one of the options. (The appropriate options are shown in the *Reference Guide.*) Alternatively press *SELECT* to show the list of options.

List: In these fields, the first character selection is not available. Press *SELECT* to show the list of options.

The "▶" symbol after an option on a list indicates that on pressing *SELECT* or the right arrow on the option, a list or popup menu is shown appropriate to the option. When this "child" menu is closed, the "parent" menu is closed too.

Popup Menu:
Press *SELECT* to show a popup menu. The first field of any popup menu, in the *home* position, is the return field. To indicate that all changes have been made on the popup menu and to close the menu, press the *SELECT* or the *HOME* key on this field. The return field is a function field (see below).

Function: When you press *SELECT* on a highlighted function field, the action described by the field is performed.

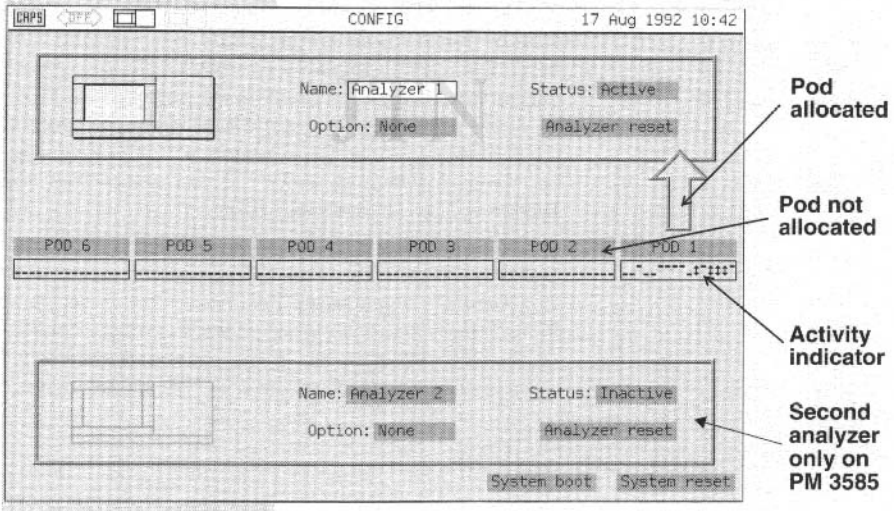
Cancel: To cancel the action and close the popup menu select the *cancel* field in the right top side. This removes the popup menu and returns with no further action.

Configuration Menu

The Configuration menu is normally the first screen shown on start-up. It can be accessed at any time by pressing the *CONFIG* key.

This menu is used to set up the main configuration of a measurement session. Thus assigning the pods to an analyzer and choosing a disassembler.

The options chosen on this screen affect most of the other menus. Note that in the following description, references to the second analyzer are only applicable to PM 3585 instruments.



On this menu you can:

- Change the name of the analyzers (*Analyzer Name* field) as explained in "The Analyzer Name Field" on page 3-3.
- Activate and deactivate either analyzer (*Analyzer Status* field). While an analyzer is inactive, no new data is captured for the pods connected to it.

- Select and load any disassembler that is on the system disk (*Option* field). See Chapter 7, "Disassemblers" for more information.
- Reset either analyzer to its defaults (the *Analyzer Reset* field).
- Assign pods to either analyzer or to neither (the pod assignment arrows). This is done by highlighting the pod you want to assign or deassign and then pressing *SELECT* to toggle the arrow between the two analyzers and none.

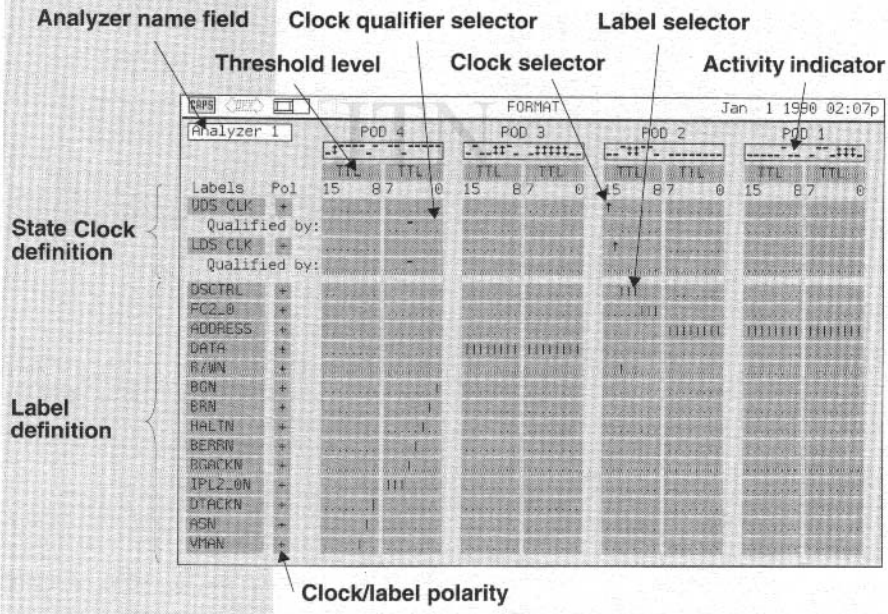
  Pressing *DELETE* also causes the arrow to disappear.
- See the activity on the pods (the pod activity indicators). These fields (information only) show the current activity of the signals of the associated pod. Signal is high (‾), low (_), or changing (↕).
- Reboot the instrument from floppy disk (*System boot* field). This can for example be used to reboot from the utilities disk. Rather than turning the power off and then on again you simply reboot the instrument by selecting the System boot field. On selection, a confirmation pop-up menu (Yes/No) is shown. If you select *Yes*, the system will be rebooted from disk.
- Reset the instrument to its start-up condition (*System reset* field). On selection, a confirmation popup menu (Yes/No) is shown. If you select *Yes,* the system is first reset to the factory preset condition. If there is a user configuration file on the disk, this is then loaded. Additionally if there is an autoload file on the disk, this is then loaded.

Format Menu

The primary purpose of the Format menu is to set up the pod thresholds for all assigned pods, to set up the external clocks and their qualifiers, and to set up the labels and polarities for each channel and clock.

Further parameters can be set by the use of popup menus on the clock and label fields. These menus and the features provided by the state clock definition are described in Chapter 4, "State Clocks".

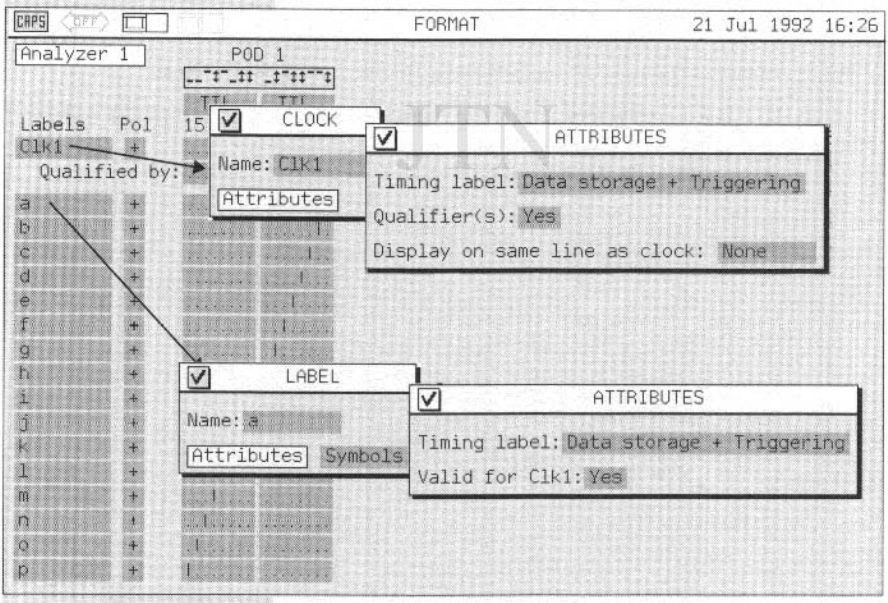
The number of pods shown in this menu depends on the number of pods assigned to the analyzer in the Configuration menu.



Only four pods can be shown at a time in this menu. When more than four pods are associated with an analyzer, the left and right arrow keys can be used on the end fields, as appropriate, to scroll to the other pod or pods.

Clock and Label Attributes

The figure below shows the two popup menus for clock attributes, and label attributes. These popup menus give you access to more advanced parameters (attributes) of clock and data labels. The attribute *Timing label* is discussed below. The other attributes: *Qualifier(s), Display on same line as clock* and *Valid for Clk1* are explained in Chapter 4, "State Clocks". The menu for the current signal is popped up by pressing *SELECT* on its label field. By pressing *SELECT* on the Attribute field in this menu, the attributes menu is popped up.



Timing label Attribute

The *Timing label* attribute allows you to switch off timing analysis for a specific label or clock.

Because of the Dual Analysis Per Pin architecture the PM 3580/PM 3585 Logic Analyzers capture both state and timing data simultaneously for all channels of all pods assigned to it. Note that timing data is always captured,

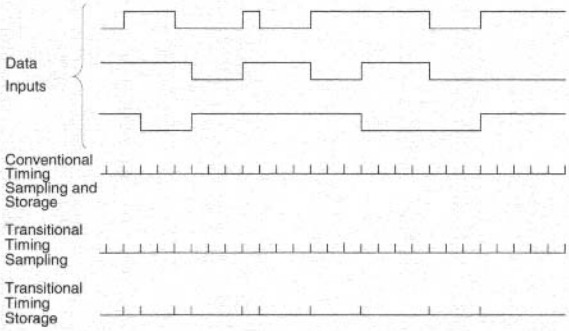
while state data is captured only if state clocks have been defined. For all labels defined the analyzer by default assumes that the labels are relevant for both timing and state analysis. Furthermore, the analyzer will also capture timing data for the state clocks defined.

However, if you do not want timing analysis for a specific label or clock you can indicate this by setting the Timing label attribute for that label or clock to "No".

If you do want timing analysis for labels and clocks you can set their Timing label attribute to either "Data storage + Triggering" (default) or "Triggering only".

Transitional Timing

With "Triggering only" actual storage of timing data for a label is inhibited. In order to understand and appreciate this "Triggering only" option, you must remember that the PM 3580/PM 3585 Logic Analyzers use transitional timing for storage of timing data. Conventional analyzers store a timing sample on each clock pulse, whether or not the incoming data has changed. This usually means that most of the memory is filled with repeated information. Transitional timing avoids this. A timing sample captured is stored only when there are transitions in the signals. The duration for which that data was valid is stored together with the timing sample in a separate time memory. This allows reconstruction of the timing data in the Timing display.



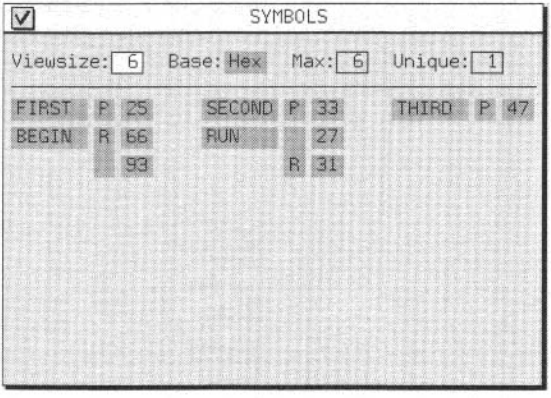
If only one signal would show a lot of transitions (e.g. a clock signal) while others are stable, each transition of that signal still causes a timing sample to be stored, thus filling memory rapidly. To prevent this, you can selectively switch

off data storage for such rapidly changing signals (i.e. inhibit transition detection for these signals). However, you can still specify trigger patterns (on the Trace menu) including conditions for these signals.

Label Symbols

The figure below shows the popup menu for label symbols. This popup menu allows you to assign symbolic names to label values (patterns) and ranges of label values. The symbolic names which have been defined for (ranges of) label values may be used in the Trace menu and Display menus as an alternative to a numerical representation of label values.

In the Trace menu patterns to be recognized can now be defined using their symbolic names. In the Display menus the symbolic names may be used with state lists and time lists to show the results of an acquisition in the form of symbolic names rather than numerical data. Note that label values associated with different symbolic names do not have to be unique and may be overlapping.



Viewsize

The *Viewsize* allows you to select the number of characters you want to be displayed for symbolic names. If the viewsize equals n, then only the first n characters of a symbolic name will be displayed. This viewsize is also used in the Trace menu and Display menus.

Base Field

In the *Base field* you can select the base (binary, octal, decimal, hexadecimal or ASCII) you want to use in the definition of the label values. This base is not only used to display label values in this popup menu, but also in the Display menus. In case a sample value for a label does not match with any of the symbolic names defined with that label the sample value is displayed in the base selected in the base field of this popup menu.

Max Field

The *Max field* is an information field indicating the size of the largest symbolic name.

Unique Field

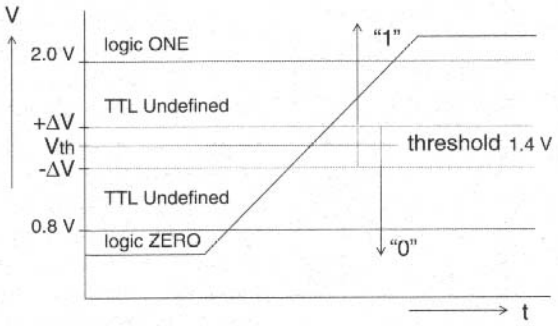
The *Unique field* is an information field indicating the minimum number of characters that is required to uniquely identify symbolic names. If all symbolic names start with a different character, only the first character is needed to uniquely identify the different symbolic names and unique equals "1". However, if different symbolic names start with the same character more characters are required to uniquely identify different symbolic names.

Note: Symbols can also be defined by loading a symbol file (.SYM) using the Load command in the I/O menu.

Threshold Level

The analyzer interprets captured data as a logical 1 or 0 depending on whether or not the voltage exceeds the threshold selected in the threshold field.

As all logic analyzers, the PM 3580 and the PM 3585 use a threshold detector on each channel. This is based on a comparator which compares the data input level with a user selectable threshold. Typical thresholds used are TTL (+1.4V) and ECL (-1.3V).



Note that this principle will always result in either a logic ONE or a logic ZERO. Undefined levels are still interpreted as one or the other, depending on their value with respect to the selected threshold.

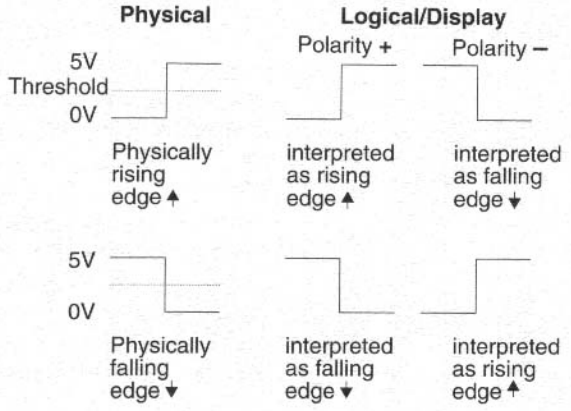
If you are dealing with a noisy system, using different thresholds will show you how critical the noise on your system is.

Please pay attention to the overdrive required (+ΔV / –ΔV in the above figure) with respect to the threshold voltage. A rising edge must pass through V_{th} + ΔV before it is regarded as a ONE. On the other hand, a falling edge must pass through V_{th} – ΔV before it is regarded as a ZERO.

Thresholds are assigned in groups of eight channels and can be set from -3.0V through +12.0V in steps of 100mV.

Polarity

The *logical* interpretation of the signals not only depends on the threshold, but also on the polarity. The polarity is set for each signal, and by default is positive (+ at the right of the label field). Note that changing the polarity to negative, not only changes the interpretation of 0 and 1 levels, but also that of rising and falling edges:



Or in a tabular form:

	Physical	Logical +	Logical –
	"high"	1	0
	"low"	0	1
	↑	↑	↓
	↓	↓	↑

Notes:

1. "high" means above threshold, "low" means below threshold.
2. If you specify a negative polarity, and trigger on a falling edge (↓), the instrument triggers on a physically rising edge (↑).

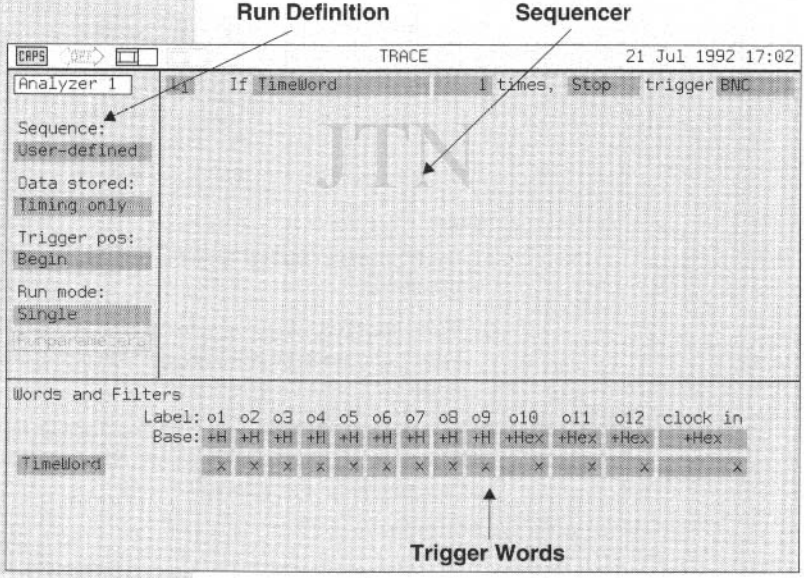
Thus if the polarity is toggled (on the Format menu), you will see a corresponding change and adjustment in the trigger words and on the displays.

Trace Menu

The purpose of the Trace menu is to let you define the patterns and sequence of patterns that must be recognized in the data, leading to a triggering of the acquisition hardware.

For state acquisitions, this menu also lets you specify which particular samples should be stored.

In addition, on this menu you can specify what type of data (timing, state, glitch or a combination) should be stored. Also whether you want pre- or post-trigger data, or both, and if a run should be automatically repeated or not



The different elements controlling data storage and triggering are logically grouped into three areas. Going clockwise, these are Run Definition, Sequencer, and Trigger words, as shown above. Moving between areas is done, as usual, by using the cursor keys. However, by

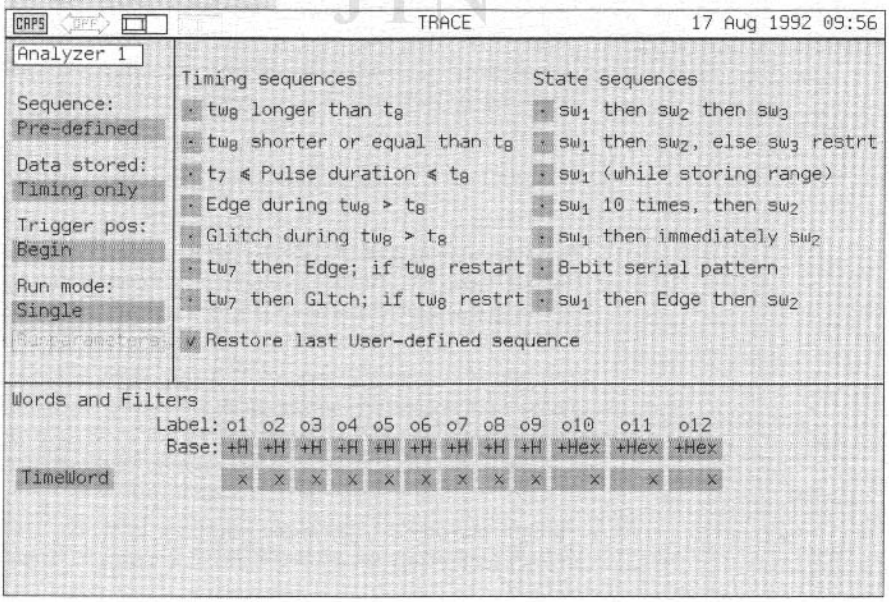
pressing the *TRACE* key, you can move clockwise to the last field you selected in each area. The dial moves only within an area.

On first displaying the menu, the cursor (highlighted box) is on the analyzer field in the Run Definition area.

Run Definition Area

In the Run Definition area you can:

- Change between the first and second analyzer on PM 3585 instruments if both analyzers have pods assigned. (The *Analyzer* field).
- Define the type of sequence to be used in the sequencer area (the *Sequence* field). You can choose between predefined sequences (shown on the previous page), user-defined sequences (the default shown on page 3-13) and restart sequences. Restart sequences are the same as user-defined, except that the *or if* condition is used as



a restart condition. That is, at each level it forces the sequencer to go to level 1 if the restart condition occurs. (Thus it *restarts* the sequence.)

- Define the type of data stored (*Data Stored* field). You can choose between storing timing data only, state data only or a combination. You can alternatively choose to store timing and glitch data. This allows you to use the memory available to best effect for the analysis you have to do.

  Note that you can also specify, in the sequencer area, that only certain state data is to be stored before triggering, and on the Format menu, you can limit timing data storage per label (see Chapter 4, "State Clocks").

  Time tags are stored in a separate memory, so the full memory is always available for data.

- Specify the position of the trigger point in data memory (*Trigger pos* field). When acquisition is stopped, a certain percent of the memory contains data that was stored before the trigger point, and the rest of memory contains data that was stored after triggering.
- Set up and define repeating runs (*Run mode* and *Run parameters* fields).

Unless otherwise mentioned, all these options are further explained in Chapter 5, "Trace Control".

Sequencer Area

In the sequencer area you define the sequence of events that will cause the analyzer to trigger. You do this either by selecting a predefined sequence and optionally modifying it, or by setting up a user-defined sequence.

You can also have the sequencer trigger state or timing sections separately and send a pulse to the external output (TRIG OUT) or the other analyzer on PM 3585 instruments. It can also react on a pulse from the external input (TRIG IN) or from the other analyzer on PM 3585 instruments.

Pattern recognition, sequencer facilities and the predefined sequences are all explained in Chapter 5, "Trace Control".

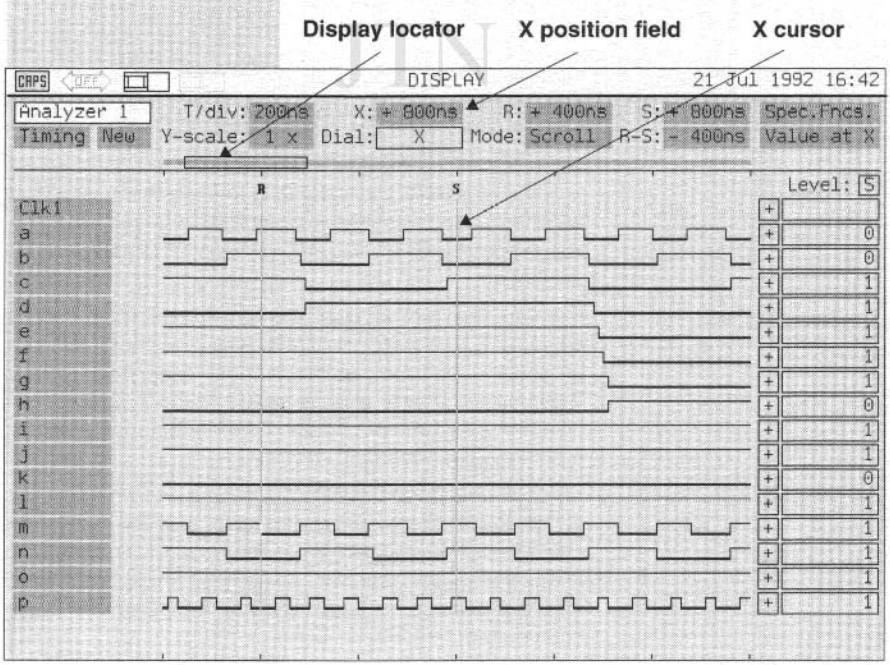
Trigger Words Area

The trigger words area is where you define the patterns which the pattern recognizer should detect during acquisition. This is fully explained in Chapter 5, "Trace Control".

Display Menus

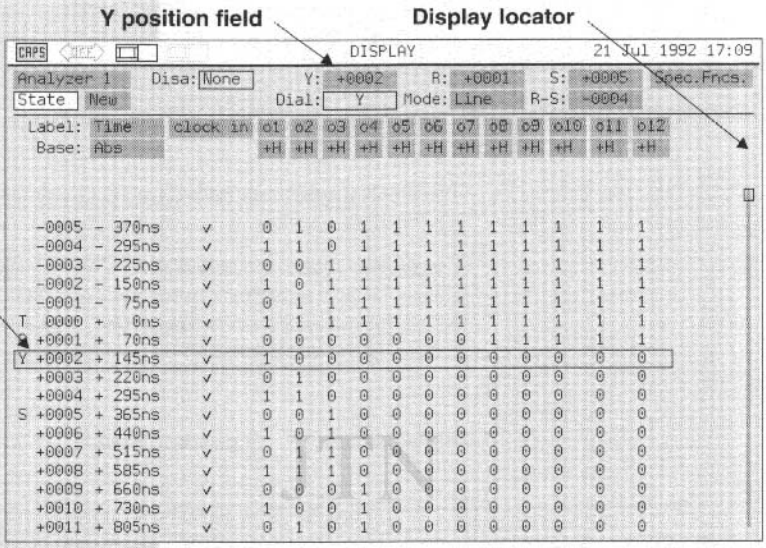
The display menu can be accessed at any time by pressing the *DISPLAY* key.

The display menu shows the results of an acquisition. The data is shown as either a waveform or a list. The type of data acquired determines the default display format. Subsequently the last displayed format is shown.



The screen consists of one or two equally-sized display windows.

An example timing waveform screen is shown on the previous page, and an example state list is shown below. The



display menus allow you to examine the results of an acquisition in several ways and thus to analyze the data. The waveform can be scaled both horizontally and vertically. Signals can be removed, added (multiply if required), or repositioned.

Display Cursors

For waveform and list displays, the center-point of the display (the X cursor for waveform, and Y cursor for list) can be scrolled with the dial in a number of different modes. Two freely-definable cursors (called R and S cursors) can also be moved independently of the center cursor, also in a number of modes.

Scrolling Modes

The scrolling modes allow quick paging, medium division, or fine step-wise movement through acquisition memory. It also allows movement from one item to the next, where the items are edges, glitches, sequencer levels, compared signal differences or equalities or, on list displays, a defined pattern.

New and Reference Data

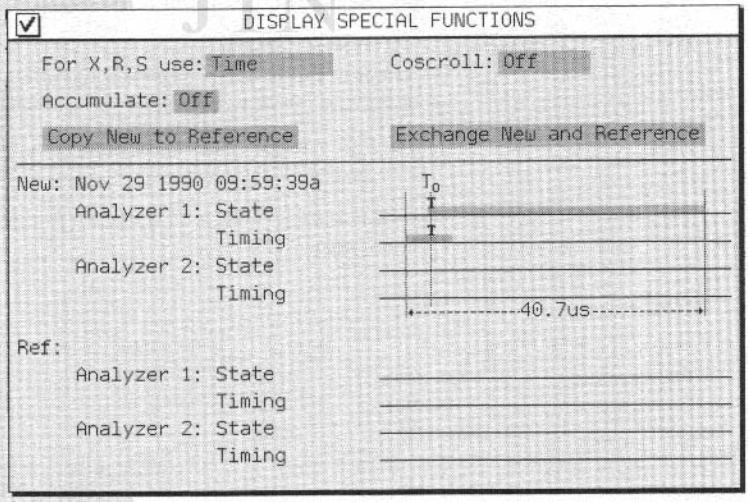
On PM 3580 instruments there are two memories: one for newly-acquired data, and one for reference data. PM 3585 instruments have twice as much: two memories for each analyzer.

Both timing and state displays allow you to see either the newly-acquired data or the reference data, or a comparison display. You copy data to the reference memory using the Display Special functions menu, as described below.

Special Functions Popup Menu

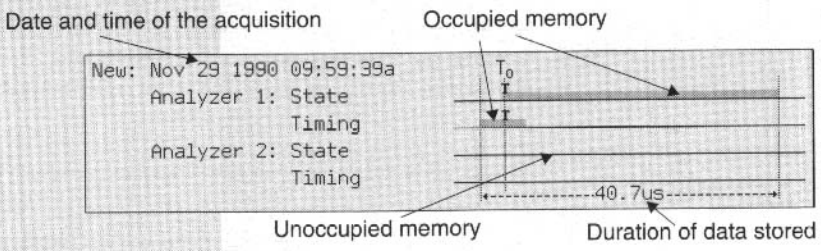
The Special Functions popup menu shown below is accessed by pressing *SELECT* on the *Display Special Functions* field on any Display menu.

It shows the memory usage for newly-acquired and reference data. It also allows you to move new to reference memory and vice versa. Furthermore, it allows synchronized scrolling of split-screen displays and allows cursors to be set by sample number or by time



For waveform displays the special functions popup menu also allows you to toggle accumulation of waveform data on and off.

The indication of memory usage for newly-acquired data is detailed below. For PM 3580 instruments, Analyzer 2 is not shown. The indication of memory usage for reference data is equivalent.



Time Origin – T_0

If there is only one trigger point in memory (*newly* acquired timing *and* state data for *both* Analyzer 1 and 2), then that is taken as T_0. If there is more than one such trigger point, then that trigger point with the earliest time is the time origin.

In either of these cases, samples occurring *before* T_0 will then have a negative time value associated with them.

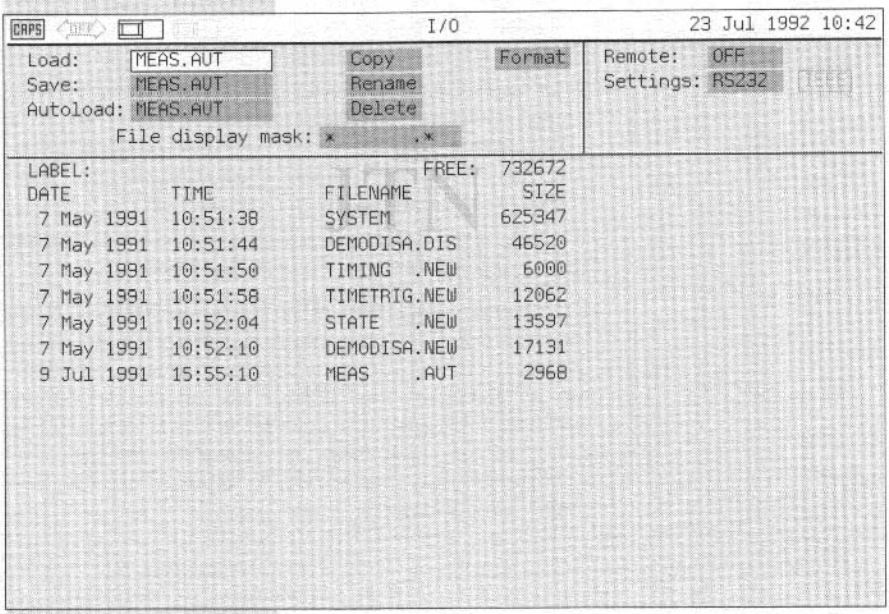
If there is no trigger point in memory (the trigger has been lost) then the oldest sample in memory is taken to be T_0.

For more details, refer to Chapter 6, "Analyzing the Data": "Time Origin - T_0".

I/O Menu

The I/O menu has three areas: the command area and remote control area at the top of the screen, and the file list below.

If there are more files on disk than can be shown, a vertical bar with a display locator (hollow rectangle) is shown at the right of the file list. The position of the display locator indicates which part of the total list of files is currently displayed.



The I/O menu allows you to save and restore newly-acquired and reference data and settings. It also allows you to copy, rename or delete files on floppy disk using the appropriate function of the command area. You can also format (initialize) new floppy disks.

The *Autoload* field allows you to change the name of the auto-load file. The auto-load file, if defined, is automatically

loaded when the instrument is powered on. The auto-load file can be any file created by saving a measurement with the save command.

Notes:

1. If a measurement is saved, all data and instrument settings are saved together in one file having a name you specify. Settings and data cannot be saved separately.

   If a measurement is loaded, all data and instrument settings contained in the file specified, are loaded. Settings and data cannot be loaded separately.

2. To copy complete disks you can use the "copy disk" utility on the utility disk delivered with your instrument. For details refer to Chapter 12, "Utilities".

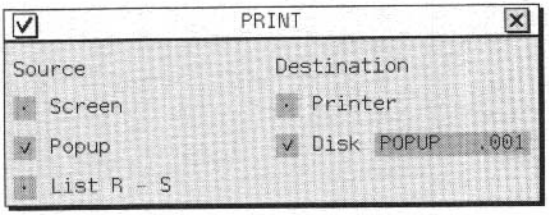
3. Because the file format is MS-DOS compatible, you can also use your PC to copy, rename or delete files, or to format new disks if your PC is equipped with an appropriate floppy disk drive. (See Chapter 9, "User Hardware Specifications" for more details.)

The File Display Mask enables you to select which files are to be displayed in the file list of the I/O Menu.

The Remote Control area of the I/O menu allows you to select the mode for remote operation of the analyzer and set the parameters of the associated communication interfaces. All selections and settings are retained in battery operated RAM when the analyzer is powered down. Remote control may also be specified in the user configuration file. Please refer to Chapter 10, "File Formats", for more details.

Print Menu

The Print menu is a popup menu, as shown below, which allows a hard copy to be made of the current screen, or any pop-up (excluding the Print Menu). Prints can be made onto an attached printer or copied to a file on disk. A copy of List R-S can also be made if List view is active.

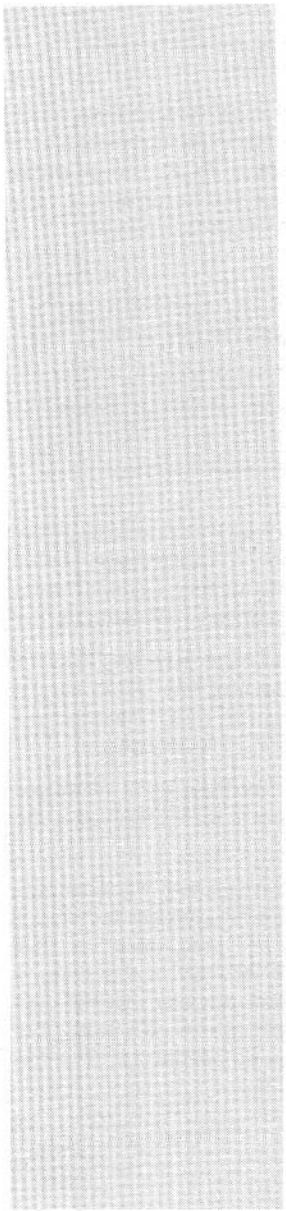


During a printout, the operation may be stopped by pressing any key on the instrument. A confirmation screen (Cancel/Continue) appears; if you respond Cancel, the operation is aborted, otherwise the printout will continue.

You can cancel the print operation after selecting the Print menu by highlighting the Cancel field (the "X" in the top right of the menu) and pressing SELECT. This removes the pop-up menu and returns with no further action.

When copying to a file on a disk, the Print menu allows you to assign a name to that file. This is then displayed in the filename list of the I/O menu.

Note: By means of the user configuration file (user.cfg), you can specify printer specific settings. The default settings apply for "Epson compatible" printers (most printers used with PC's are of this type). If your printer does not work properly use the user configuration file to specify the specific settings of your printer. Please refer to Chapter 10, "File formats", for more details.



Chapter 4

State Clocks

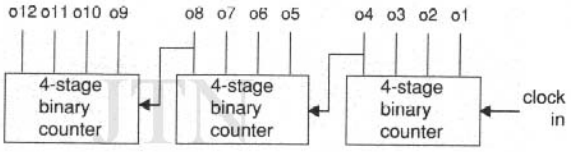
Sampling of State Data

In order to sample state data, the analyzer uses a clock signal derived from the system under test. This signal must clock the analyzer when the state data is valid. The clocking of state data is thus synchronous with the system under test.

The PM 3580/PM 3585 instruments can use any channel as a clock and also any channel as a qualifier for a clock.

Example

As an example consider a 12-stage binary ripple counter controlled by a clock signal: clock-in.

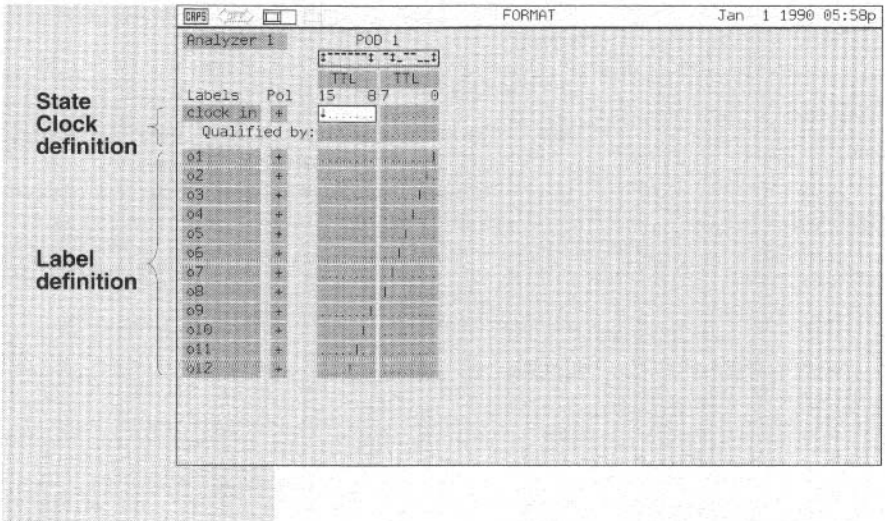


On each falling edge of the clock-in signal the outputs change, incrementing the binary number they represent.

To check the proper functioning of the counter state analysis can be used. Each new value of the counter should be measured by the analyzer. To do this the falling edge of the clock-in signal can be used by the analyzer as a state clock.

Specifying State Clocks

The specification of state clocks is done on the Format menu in the State clock definition area. *The PM 3580/PM 3585 Reference Guide* extensively describes how to set up and modify the menu. The set up of the Format menu for our example is shown on the next page.



Clock Qualification

Clock-qualifiers allow you to selectively enable clock pulses on the wanted sample instants to avoid irrelevant data in the Logic Analyzer memory and on the screen.

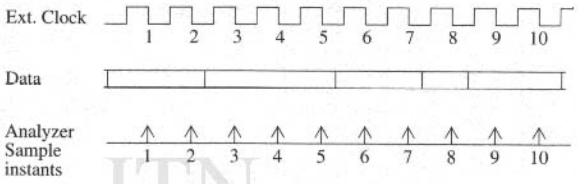
Figure (a) on the next page shows a timing diagram indicating the Analyzer sample instants derived from the external clock shown on the upper line in this figure. The same data is sampled more than once by the analyzer. It is assumed that the falling edge of the clock was selected for data sampling.

Figure (b) shows the Analyzer sample instants derived from the same external clock. This clock is now qualified by a separate signal. In this diagram, the clock is enabled if the qualifier signal is high. The same data is now only sampled once by the analyzer.

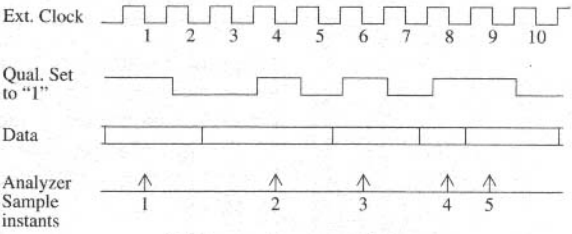
The resulting state clock expression for the Logic Analyzer is thus:

State Clock = Ext. Clock ↓ • Qualifier −

Note: The arrow after the clock signal indicates the edge to be used by the analyzer. The level symbol (−) indicates the level of the qualifier signal to be used by the analyzer.



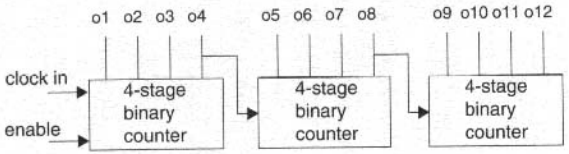
(a) State clock not qualified



(b) State clock qualified

Example

A 12-stage binary counter is controlled by two signals: a clock signal (clock-in) and a active high count enable signal (enable). The clock is running continuously, however, the outputs of the counter will only change if the count enable signal is active (high).



If the clock signal is used by the analyzer without further qualification, a large number of equivalent samples may result, depending on the activity of the count enable signal.

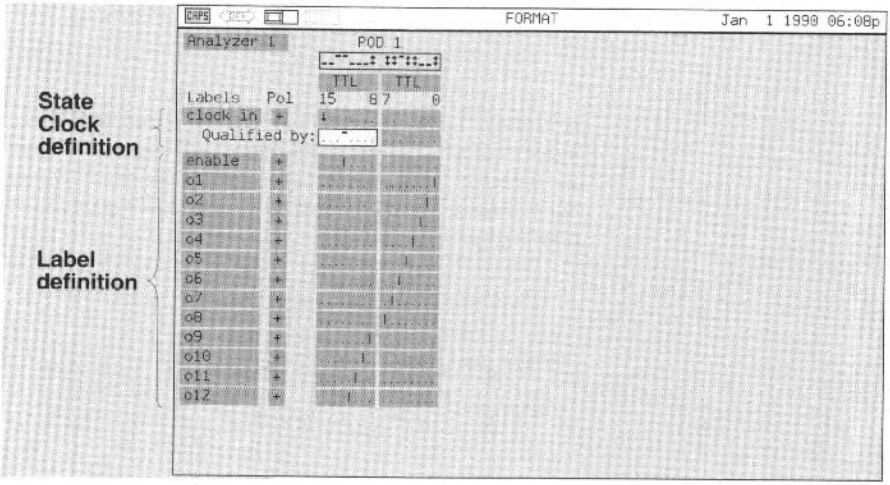
Qualification of the clock signal by means of the count enable signal will result in a clock for the analyzer which is only active if the count enable signal is active (high). This prevents the analyzer from sampling the same counter value repeatedly.

The state clock expression for the Logic Analyzer should thus be:

$$\text{State Clock} = \text{clock in} \downarrow \bullet \text{enable}$$

Specifying Clock Qualifiers

The specification of clock qualifiers is also done on the Format menu in the State clock definition area. For our example this is shown on the next page.



Multiple Clocks

When measuring more complex synchronous systems, such as for example microprocessors, more than one clock may be required for the analyzer to capture all the relevant state information. Specifically for microprocessor address and data busses, strobe signals validate the address or data on the busses. The strobe signals can be used by the analyzer to capture the status of the microprocessor busses on well defined instants.

Example

As an example consider Motorola's 68000. This microprocessor uses two control lines, the Upper Data Strobe (UDSN[1]) and Lower Data Strobe (LDSN[1]) to validate the

1. The overline on the signal names (active low) in the data sheets of the microprocessor are replaced in this document, and on the Logic Analyzer screen, by an additional "N" as last character of the signal name.
For example: $\overline{UDS}$ = UDSN.

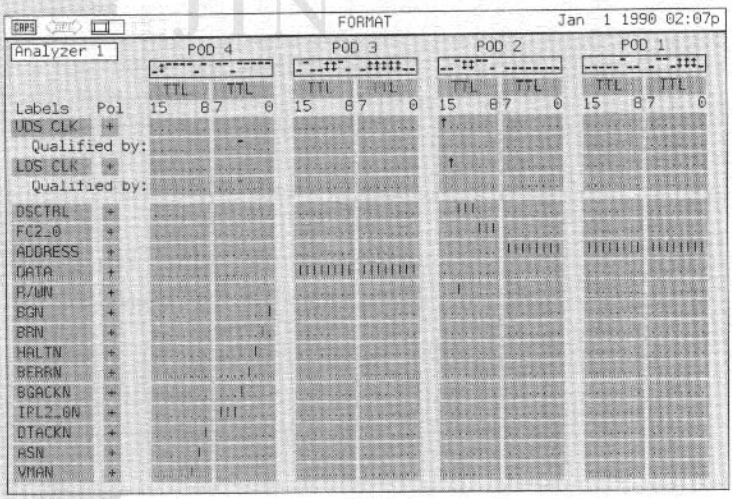
transfer of a word or byte over the data bus. In order to capture all data transfers both strobe signals must be used as external clocks for the Logic Analyzer.

The UDSN and LDSN signal are only meaningful (i.e. indicate a bus transfer to or from the microprocessor) if the microprocessor has control over the busses. This is indicated by the status of the Bus Grant Acknowledge signal (BGACKN) of the microprocessor. In order to capture only meaningful states of the processor's busses the UDSN and LDSN signals should therefore be qualified by the BGACKN signal of the microprocessor.

The state clock expression for the Logic Analyzer should thus be:

$$\text{State Clock} = \text{UDSN} \cdot \overline{\text{BGACKN}} + \text{LDSN} \cdot \overline{\text{BGACKN}}$$

This expression can be defined on the Format menu in the State clock definition area as shown below.



Maximum Number of Clocks and Qualifiers

A maximum of four clocks and four clock-qualifier expressions can be defined simultaneously per analyzer. Any of the available channels may be selected as a clock or clock-qualifier. A clock may be qualified by any or all (*OR*ed) of the four qualifier expressions. A given qualifier expression, however, may be assigned to only one clock. A channel assigned to a clock cannot be assigned to a data label.

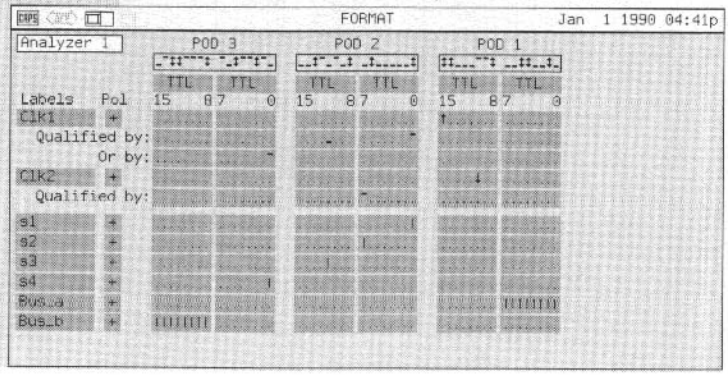
Notes:

1. For each clock, you may independently select the rising, falling or either edge of the signal to be used.
2. A clock always uses a qualifier expression, even if the expression is empty and not shown (see "Qualifier(s)" on page 4-13).
3. The maximum state clock frequency for the PM 3580/ PM 3585 Logic Analyzers is 50 MHz. That is: for the clocks specified, the edges used should be at least 20 ns apart. **When clock edges are less than 40 ns apart, these clocks should be assigned within one pod.**

You may thus also build complex state clock expressions like for example:

$$\text{State Clock} = \text{Clk1}\uparrow \bullet (S_1\overline{\ } \bullet S_3 \_ + S_4\overline{\ }) + \text{Clk2}\downarrow \bullet S_2\overline{\ }$$

On the Format menu this expression looks like:



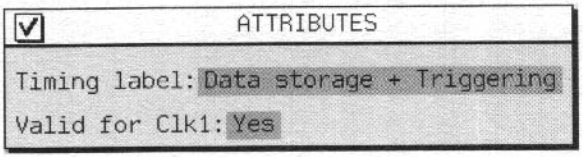
Label Attributes

When an external clock occurs, the Logic Analyzer takes a sample of all the signals of all the pods assigned to that analyzer.

If more than one external clock is defined it may, however, be that only some signals are valid for one clock while other signals are valid for another clock. For example, sometimes it is needed for a microprocessor to use one clock at which only the address lines are valid and another clock for which only the data lines are valid. In order to get a proper display of the data captured the analyzer should only display the values sampled for those signals which were actually valid for the clock which caused the sample to be captured. For that it is necessary to tell the analyzer which signals are actually valid for which clock.

Label Attributes Menu

This can be done by means of *label attributes* which can be defined in the label attributes menu. This menu is accessed by pressing *SELECT* on the label field in the Format menu. The menu for the label is then popped up. By pressing *SELECT* on the *Attribute* field in this menu, the attributes menu is popped up (compare, Chapter 3, "Menu Overview": "Clock and Label Attributes".)



Valid for Clock

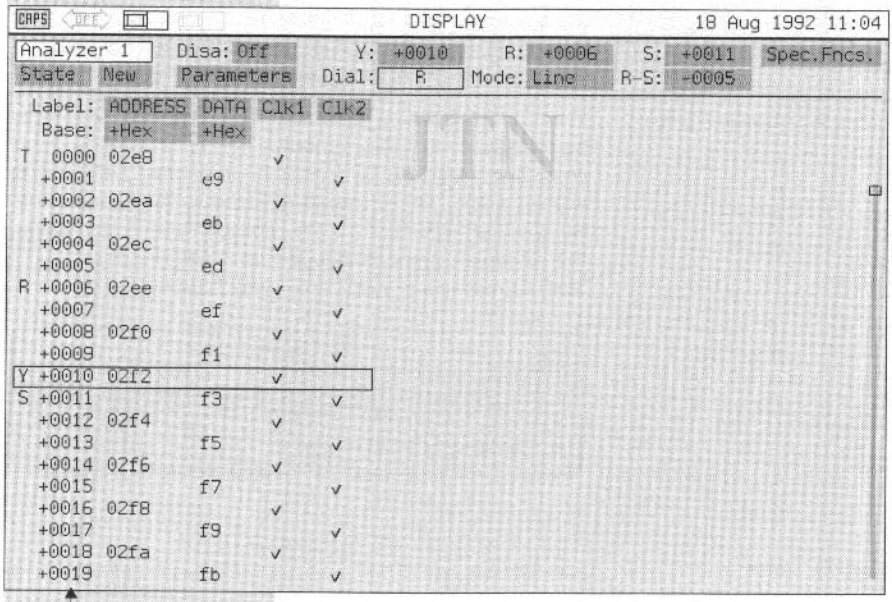
In the *Valid for Clki* field it can be specified whether a label is valid or invalid for that specific clock.

On displaying the state data the analyzer will show the samples in the order they were captured, with one sample

per line. A line on the state display thus relates to a sample captured by an external clock. If more than one external clock was defined the lines will thus show the samples captured by the different external clocks in the order in which these clocks occurred.

If a label is valid for a specific clock than data captured for that label is displayed in the Display menu on lines which show the data captured by that clock. If the label is not valid for a specific clock the data captured for that label is not displayed in the Display menu on the line which shows the data captured by that clock.

For example assume addresses are valid for Clk1 and data is valid for another clock, Clk2, and both clocks are alternating. The resulting display would than be:



Note that the tick (✔) on a line indicates that the data on that line was captured with the clock for which the tick is shown.

The fact that labels can be specified to be valid for one or more specific state clocks only, also influences the specification of state words. For more details refer to Chapter 5, "Trace Control": "State Pattern Recognizers".

Timing Label

The other attribute found on the label attributes menu is *Timing label*. The purpose of this attribute is extensively described in Chapter 3, "Menu Overview": "Clock and Label Attributes".

Default Values

When you insert a new label, the attributes for this label are set to their default values, i.e.:

Timing label : Data Storage + Triggering

Valid for Clki : Yes (for all clocks)

Specifically note that if a new clock (e.g. Clkx) is inserted, the *Valid for Clkx* attribute for all labels already defined is set to "Yes".

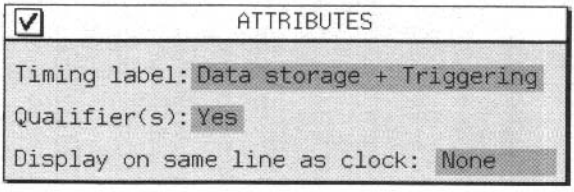
Clock Attributes

As was discussed previously the analyzer will display each sample on a new line. If, however, samples captured by different clocks logically belong to each other it is useful to display these samples on the same line. As an example assume again a microprocessor with two separate signals indicating respectively the validity of the address lines and data lines. The data transferred goes to (write) or comes from (read) the address captured before.

Clock Attributes Menu

You can force the analyzer to display state samples of different clocks on one line using the *clock attributes* which are defined in the Clock attributes menu.

The menu for a clock is popped up by pressing *SELECT* on its label field. By pressing *SELECT* on the *Attribute* field in this menu, the attributes menu is popped up. (Compare, Chapter 3, "Menu Overview": "Clock and Label Attributes").

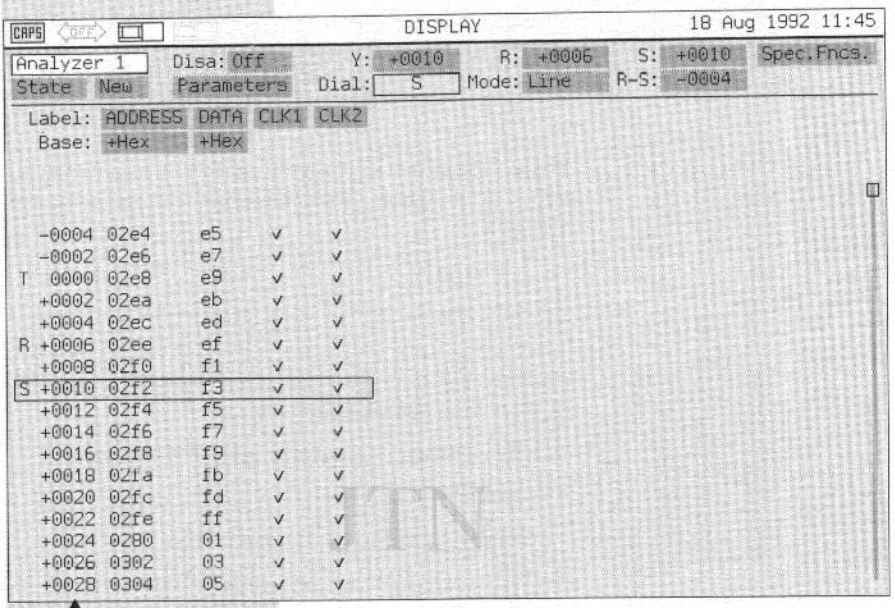


Display on Same Line as

In the *Display on same line as* field it can be specified whether the samples captured with this clock should be displayed on the same line as the samples captured by another clock.

The analyzer will display the samples captured by this clock on the same line as the samples captured by the clock specified in the *Display on same line as* field if that clock occurred just before this one.

For example, if you specify for Clk2, as defined in the previous example, display on same line as Clk1, the resulting display is:



Sample number

Notes:

1. Two or more ticks (✔) on one line indicate that the samples on that line result from different clocks.
2. The sample number (or time value) displayed on a line containing more than one tick (✔) is that of the "first clock", that is of the clock specified in the *display on same line* as field.

Qualifier(s)

If a state clock does not require separate qualification, the *Qualified by* line on the Format menu is empty and thus actually irrelevant to show. You can therefore switch off the

display of this line by specifying "No" for the Qualifier(s) attribute. This then leaves room for an extra line to display labels. To again display the Qualified by line on the Format menu you should set the Qualifier(s) attribute to "Yes".

Timing Label

The purpose of the *Timing label* attribute is extensively described in Chapter 3, "Menu Overview": "Clock and Label Attributes".

Default Values

When you insert a new clock, the attributes for this clock are set to their default values, i.e.:

Timing label : Data Storage + Triggering

Qualifier(s) : Yes

Display on same line as clock : None

Specifically note that the label attribute *Valid for Clock*, referring to this new clock is set to "Yes" for all labels already defined.

Multiplexed Busses

When you measure multiplexed busses, it is necessary to define three different labels for the same bus. One label is specifically used in relation to timing analysis. The name for this label is best chosen such that it reflects the multiplexed character of the bus.

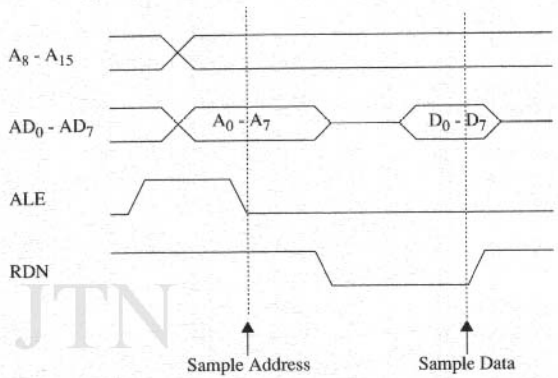
The two other labels are specifically used in relation to state analysis. The names for these labels are best chosen such that they reflect the separated meaning of the bus.

The reason for these different labels can best be explained by means of an example.

Example

Consider the 8085 microprocessor from Intel. This processor has a multiplexed address/data bus where the least significant address lines are multiplexed with the data bus.

The timing diagram for a read cycle is shown below:



The timing diagram for a write cycle and interrupt acknowledge cycle are equivalent.

The multiplexed address/data lines (AD_0 - AD_7) contain a stable address on the falling edge of the ALE signal. This signal should therefore be used to clock the address signals.

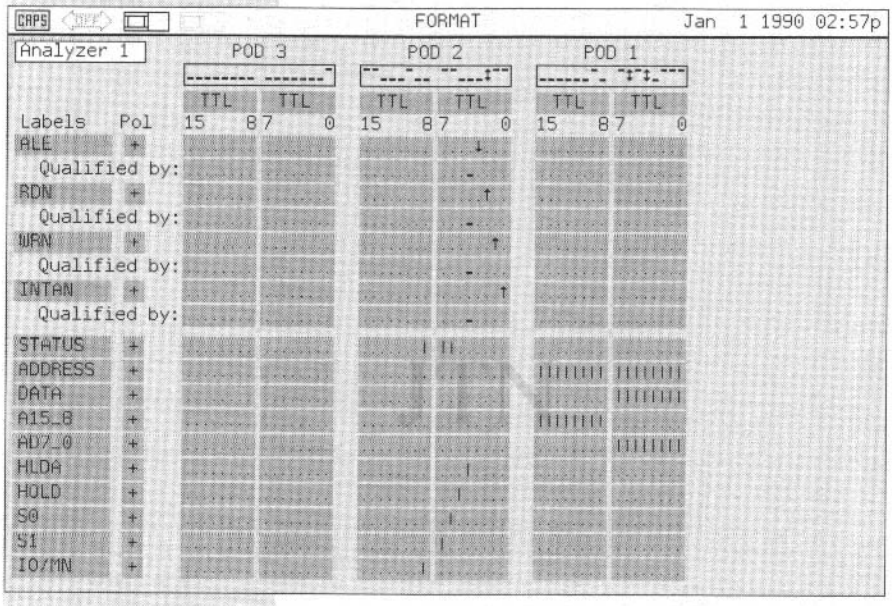
The address/data lines contain stable data on the rising edge of the RDN, WRN or INTAN signals as appropriate for the data transfer cycle. These signals should therefore be used to clock the data signals into the analyzer.

The four clock signals (ALE, RDN, WRN and INTAN) are only meaningful (i.e. indicate a bus transfer to or from the microprocessor) if the microprocessor has control over the busses. This is indicated by the status of the Hold Acknowledge signal (HLDA) of the microprocessor. In order to capture only meaningful states of the processor's busses, the four clock signals should therefore be qualified by the HLDA signal of the microprocessor.

The state clock expression for the Logic Analyzer should thus be:

State Clock = ALE ↓ • HLDA _ + RDN ↑ • HLDA_ +
WRN ↑ • HLDA _ + INTAN ↑ • HLDA _

The Format menu as set by the 8085 disassembly software is shown below.



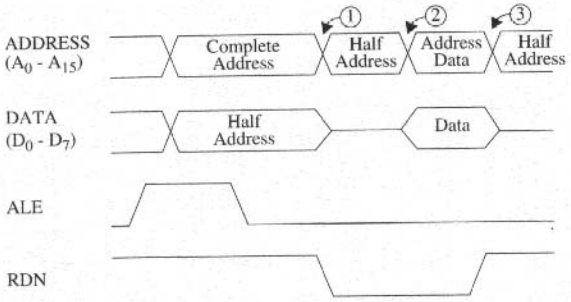
For state analysis, three labels: "STATUS", "ADDRESS" (A0 - A15) and "DATA" (D0 - D7) are defined, with:

"STATUS" valid for ALE but not for RDN, WRN or INTAN.

"ADDRESS" valid for ALE but not for RDN, WRN or INTAN.

"DATA" valid for RDN, WRN and INTAN but not for ALE.

If the labels "ADDRESS" and "DATA" as defined above were used in a timing display, the result would be:



Where, for each of the indicated time instants, signal changes occur in the label "ADDRESS" for the following reasons:

1. "ADDRESS" changes because the multiplexed address/data bus changes from address to floating.
2. "ADDRESS" changes because the multiplexed address/data bus changes from floating to data.
3. "ADDRESS" changes because the multiplexed address/data bus changes from data to floating.

For the label "DATA", half of the address and all data would be shown. Although this is correct, the label name "DATA" would not properly reflect this.

The timing display would thus be very confusing. It is therefore necessary to explicitly tell the analyzer that the labels "ADDRESS" and "DATA" are to be used for state analysis only. Two other labels "AD7_0" and "A15_8" should be specified, and used for timing analysis only.

The Timing label attribute for the labels "ADDRESS" and "DATA" should thus be set to "No".

The Timing label attribute for the labels "AD7_0" and "A15_8" should be set to "Yes", *i.e.*, "Data storage + Triggering".

For these last two labels it should be specified that they are not valid for any of the state clocks; i.e., Valid for ALE, RDN, WRN, INTAN = "No".

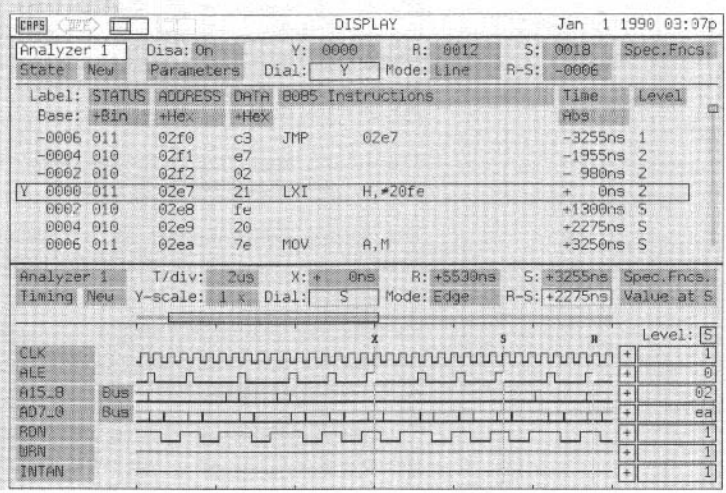
The following table summarizes the attributes for all the labels of the 8085 as set by the setup files provided with the

adapter for this microprocessor (refer to Chapter 7, "Disassemblers" and Chapter 8, "Probing"):

Label	Timing label	Valid for			
		ALE	RDN	WRN	INTAN
STATUS	No	Yes	No	No	No
ADDRESS	No	Yes	No	No	No
DATA	No	No	Yes	Yes	Yes
A15_8	DS+T*	No	No	No	No
AD7_0	DS+T*	No	No	No	No
HLDA	DS+T*	No	No	No	No
HOLD	DS+T*	No	Yes	Yes	Yes
S0	DS+T*	No	No	No	No
:					
SOD	DS+T*	No	No	No	No

* DS+T = Data Storage + Triggering.

With the labels and their attributes defined as above, the resulting display of timing data and state data looks as shown below. This was produced by simultaneous acquisition of timing and state data made possible by the Dual Analysis Per Pin architecture.



Chapter 5

Trace Control

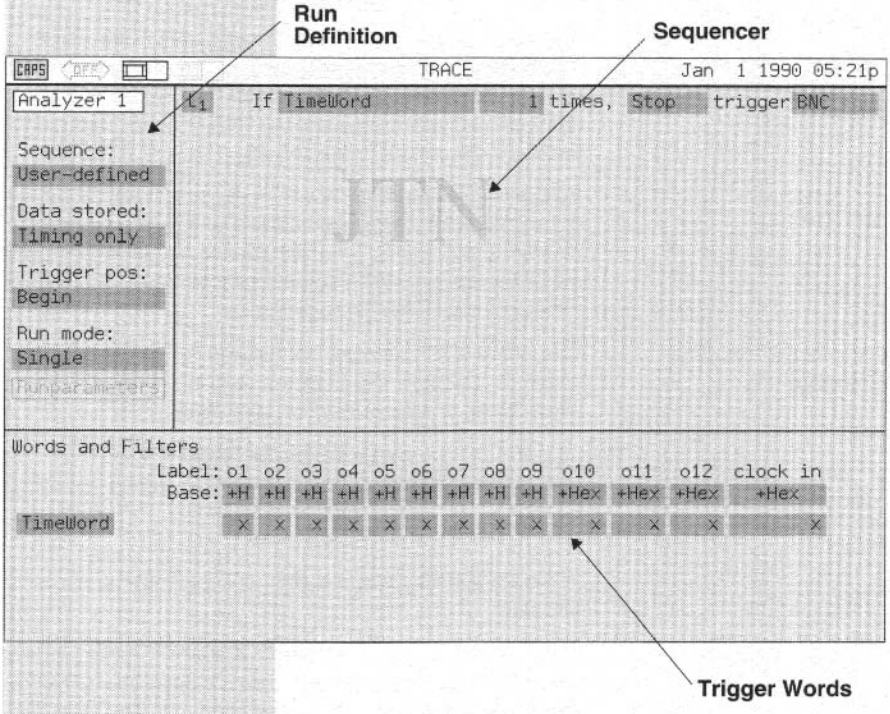
Trace Control Features

Using the trace control features provided by your PM 3580/PM 3585 Logic Analyzer gives you full control over the acquisition process of the instrument.

Basically you can control:

- What kind of data should be stored.
- When data acquisition should stop (triggering).
- What the trigger position should be.
- Whether a run should be automatically repeated or not.

All trace features are combined in the Trace menu.



The *PM 3580/PM3585 Reference Guide* describes extensively how to set up and modify the menu. This chapter provides the background information for the menu.

Kind of Data Stored

The Dual Analysis Per Pin architecture allows your analyzer to store any one of the following types of data:

- Timing data only.
- Timing and glitch data simultaneously.
- Timing and state data simultaneously.
- State data only.

The kind of data that is to be stored is specified in the *Data stored* field on the Trace menu.

If state data is to be stored ("Timing and State Data" or "State Only") you can further instruct the analyzer to store specific data samples only. You do this by use of the sequencer's selective data storage feature (see "Sequencer Facilities" beginning on page 5-23).

Selective data storage, however, is only possible before the trigger point. If you want selective data to be stored after the trigger point, you can create a "pseudo-trigger point" by using an extra sequencer level (see "Sequencer Facilities" beginning on page 5-23).

Note: "Auto" in *Data stored* field

One of the options for the *Data stored* field is "Auto". If this option is selected the analyzer will automatically select which types of data are stored, as follows:

- Timing + State if external clocks are defined.
- Timing + Glitch if a predefined option including glitch is selected.
- Timing only otherwise.

In the *Data stored* field it is then shown what the analyzer selected.

If you set the *Data stored* field to a specific option, for example "Timing + State", the automatic selection mechanism of the analyzer is inhibited until you select the "Auto" option again.

"Auto" is the default setting for the *Data stored* field.

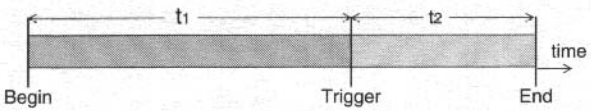
Triggering

Triggering of the logic analyzer is based on the recognition of a sequence of one or more specific data patterns in the data captured by the analyzer. Your logic analyzer has built-in a number of pattern recognizers (trigger words) for recognition of state and timing patterns (see "Pattern Recognition" beginning on page 5-7). Patterns can be specified in the Trigger words area of the Trace menu.

Thanks to the Dual Analysis Per Pin architecture, the analyzer can search for state and timing patterns in parallel. Both state and timing patterns can be specified within one single sequence (see "Sequencer Facilities" beginning on page 5-23).

Trigger Point Position

Considering the data stored during a run, two periods can be distinguished: that before the trigger point, and that after the trigger point. The diagram below shows this graphically.



You define by the sequence what the conditions must be for the trigger to occur, and by the Trigger Position, the relationship between t_1 and t_2.

Pre-trigger Period

During the pre-trigger period t_1, data is stored and a sequence of data patterns is searched for. If the sequence is not found before the memory fills, old data is pushed from memory, and new data inserted so the newest data is always available. When the sequence is found, the hardware is triggered.

Post-trigger Period

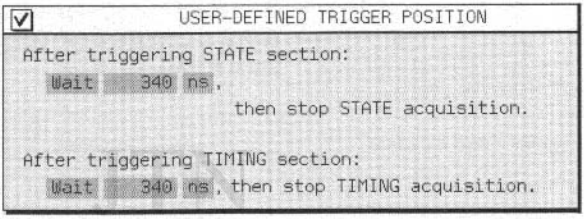
During the post-trigger period t_2, data is stored for the amount of time, or to fill the percentage of memory specified, then acquisition is stopped.

Trigger Pos. Field

The position of the trigger point can be specified in the *Trigger pos* field. The default trigger point position is at the beginning of memory, so that only post-trigger data is stored.

User-defined Option

The User-defined option allows you to set the trigger position exactly where you want it. Furthermore, if you specify that timing and state data is to be stored, you can set up different amounts of post-trigger fills for each section if you want.



In addition, using more advanced options of the sequencer, you can set independent trigger points for the timing and the state section. This is described in "Sequencer Facilities" beginning on page 5-23.

You can set the trigger position so that acquisition stops following a specific time delay, or after a specified percent of memory is filled. For state data you can also specify that the analyzer stops after a given number of samples has been acquired.

Pattern Recognition

For timing pattern recognition, the following recognizers are available:

- One timing word.
- Two filter words.
- One glitch detector.
- One edge detector.

For state pattern recognition, the available recognizers are:

- Eight state words.
- One range detector.

Each of these recognizers is described below.

Timing Pattern Recognizers

Timing Words

Each timing word is the AND combination of bit (0,1 or x) patterns in each label.

Three timing words are available per analyzer:

TimeWord: If specified, all timing samples captured are compared against the TimeWord.

tw_7,tw_8: If specified, all timing samples captured at 20 ns intervals are compared against tw_7 or tw_8 or both.

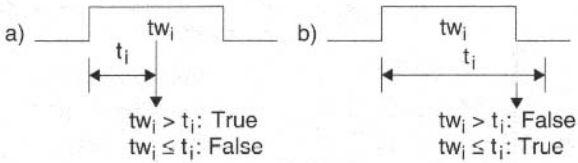
Note: tw_7 and tw_8 may alternatively be used as state words sw_7 and sw_8 respectively.

Timing Pattern Duration

For timing words tw_7 and tw_8, a pattern duration (filter) can be specified, allowing recognition of patterns which are present for more than or less than a specified time period.

The time period can be specified in a range from 20 ns to 1.3107 ms in steps of 20 ns.

Time periods can be specified for tw_7 and tw_8 independently. It can be seen in the diagram below, when the pattern duration conditions $tw_i > t_i$ and $tw_i \leq t_i$ are true or false:



Note: The pattern duration, if specified, is continuously evaluated independent of the level the sequencer is at. I.e. as soon as tw_i is detected the evaluation of the associated filter time is started. This applies to both greater than and less than conditions. Once the pattern duration condition becomes true it will stay true until the pattern tw_i becomes false again. Consequently if the sequencer advances to a level at which the pattern duration condition is specified, the pattern duration condition may already be true and the sequencer will then immediately advance to the next level (as specified in the goto part of the level specification). If you do not want this to happen you should instruct the sequencer to search for an edge first (see "Edge Detector" below) and then advance to the level at which the pattern duration condition is specified.

Glitch Detector

A pulse is recognized as a glitch if its width is less than 6ns and the pulse was not normally sampled. To be sure of detection, the glitch signal must exist for at least 3ns.

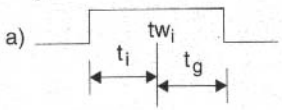
When a glitch is specified on more than one channel, the analyzer logically ORs them together. That is, a glitch pattern is found when a glitch occurs on at least one of the channels you specified.

The analyzer may be programmed to look for an isolated glitch, or for one during a pattern which has been present

for at least a specified time. In the latter case, this is defined as:

Glitch during ($tw_i > t_i$) (i = 7 or 8)

This condition is true if a glitch as specified occurs after time interval t_i, but before or at the moment when tw_i becomes false. That is, if a glitch as specified occurs within the time interval t_g shown below:



Notes:

1. If glitch triggering is specified for a channel for which the timing label attribute is set to "Triggering only", this attribute is overruled. That is, timing data will then also be stored for this channel, as long as the *Data Stored* field specifies that timing data is to be stored.
2. If glitch triggering is specified and the *Data Stored* field specifies that glitch data should be stored (*i.e.*, "Timing + Glitch"), then glitch data is only stored for those channels for which glitch triggering is specified. If glitch triggering is not specified, but the *Data Stored* field indicates that glitch data should be stored, then glitch data is stored for all channels.

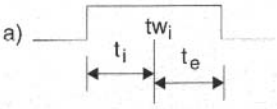
Edge Detector

You can specify a rising edge (↑), a falling edge (↓) or either edge (↕) per channel. When an edge is specified on more than one channel, the analyzer logically ORs them together. That is, an edge pattern is found when an edge occurs on at least one of the channels you specified.

The analyzer may be programmed to look for an isolated edge, or for one during a pattern which has been present for at least a specified time. In the latter case, this is defined as:

Edge during ($tw_i > t_i$) (i = 7 or 8)

This condition is true if any edge specified occurs after time interval t_i, but before or at the moment when tw_i becomes false. That is, if any edge specified occurs within the time interval t_e shown below:



Note that glitch and edge patterns may be specified together in combination with a pattern duration, that is:

(Glitch or Edge) during ($tw_i > t_i$).

Note: The PM 3580/30 and PM 3580/60 instruments store data sampled at 100 MHz. However, edge detection in these units operates at 200 MHz. Consequently, if a pulse occurs which is smaller than the minimum detectable pulse for these units, triggering on the edge of such a pulse may occur, even if that pulse data is not stored.

State Pattern Recognizers

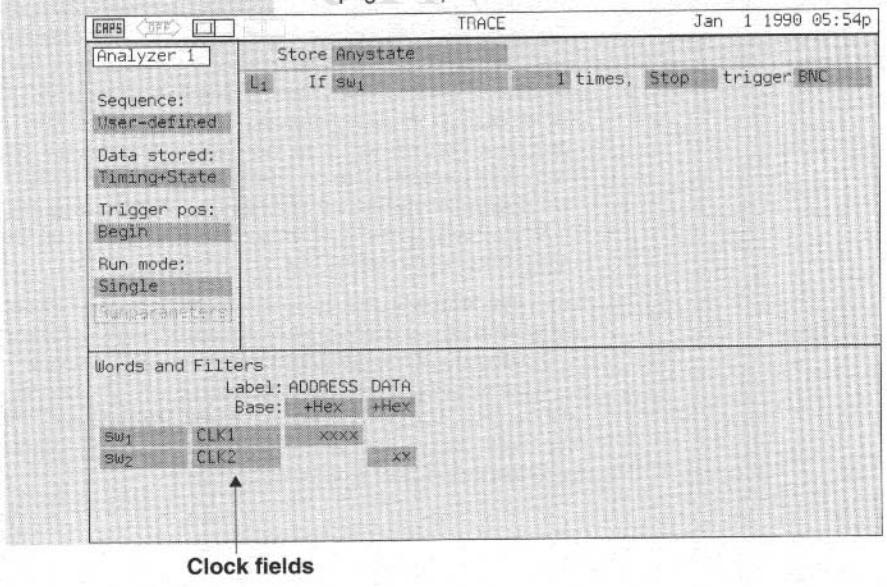
State Words

Each state word is the AND combination of bit (0,1 or x) patterns in each label.

Eight state words are available per analyzer labeled sw_1 through sw_8 (sw_7 and sw_8 may alternatively be used as timing pattern recognizers tw_7 and tw_8).

State words can be used to detect the occurrence of specific patterns in the state data captured.

Labels can be specified to be valid for one or more specific state clocks only (see Chapter 4, "State Clocks": "Label Attributes"). Consequently, to detect specific patterns for these labels, only those state samples captured with a clock for which the label is valid should be compared against the state word. It is therefore important that it is specified for which state clock a state word is valid. This is done in the *clock* fields of the Trace menu's Trigger Words area (see "Specifying Patterns for Recognition" beginning on page 5-17).



Not State Words

Not state words are the same as state words, except that they are true if the sample captured *does not* match the state word specified.

Immediate State Words

State words may be combined into immediate word pairs labeled sw_{12}, sw_{34}, sw_{56}, sw_{78}. An immediate word pair sw_{xy} reveals a true condition if the state words sw_x and sw_y are recognized in two consecutive state samples, with sw_x being the first recognized.

Applications

Applications which require the use of immediate state words are given in the examples "One Immediate Sequence of Two Patterns" on page 5-34 and "Two Immediate Sequences of Two Patterns" on page 5-35.

Multiplexed Busses

Immediate state words are also useful in analyzing multiplexed busses. As an example, consider a multiplexed address/data bus where the address is valid for Clk1, and the data is valid for Clk2. Recognition of an address/data combination in this case requires two state words, one to recognize the address, and the other the recognize the data. If sw_1 and sw_2 are programmed to be valid for Clk1 and Clk2 respectively, the immediate word pair sw_{12} may be used to recognize an address/data combination on the multiplexed address/data bus.

Note that for this particular example, the use of an immediate word pair is practical, but not absolutely necessary. The detection of the address/data combination could also be done by using two levels of the sequencer. The first level then looks for the occurrence of sw_1, the next level for the occurrence of sw_2 and if sw_2 does not occur, jumps back to the first level to look for sw_1 again.

Range Detector

The range detector evaluates the range expression which is the AND combination of individual label ranges. A label's range identifies that label's data which is numerically between or on two specified patterns (i.e. Range Low ≤ label's data ≤ Range High). These patterns are a combination of bit (0, 1 or x) patterns in a label.

This advanced range detection allows your analyzer to detect, for example a range of data in a range of addresses, *i.e.:*

Range expression = (Address in address range) & (Data in data range)

State Clock Validity

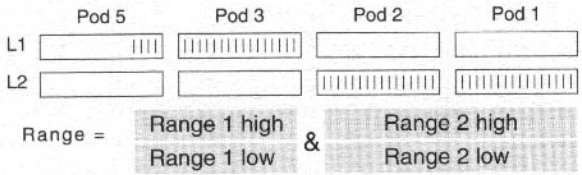
As for state words, you should specify for which state clock the range expression is valid. This is done in the *clock* field of the Trace menu's Trigger Words area. In all the examples below, it is assumed that labels defined are valid for the same state clock.

Label Ranges

A range can always be defined for a label which:

- Has its channels assigned in no more than two pods. These pods, however, do not need to be physically adjacent.
- Does not share pods with other labels for which a range has been defined.

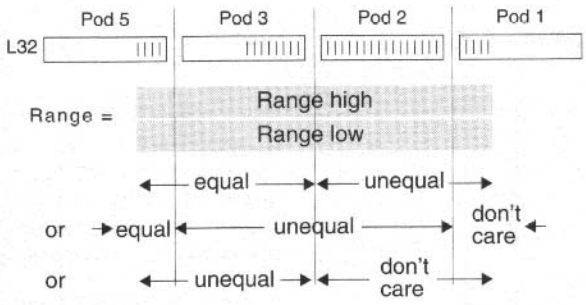
This is shown below:



The remainder of this section deals with other situations.

Number of Pods Per Label

If a label has channels assigned within more than two pods, a range can still be defined for that label. In the example below, label L32 has 32 channels assigned: 4 within pod 5, 8 within pod 3, 16 within pod 2, and 4 within pod 1.



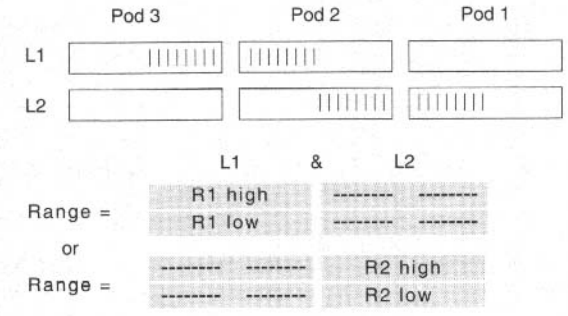
Note: Pod 4 not used by L32.

If a range is specified for L32 where range high and low for the channels of pods 2 and 1 differ, then the values for range high and low must be equal for the channels of pods 5 and 3. Alternatively, set pod 1 as don't care and the range can then be specified over pods 2 and 3. (Lose accuracy to extend range.) The values for range high and low must then be equal for the channels of pod 5. Similarly, if all channels of both pods 2 and 1 are set to don't care, a range may be specified for both pods 5 and 3.

Multiple Labels

When two or more labels share a pod, then, at any one time, only one of those labels can have a range specified for it. The label for which the range is specified is freely selectable.

The example below shows which range expressions can be defined for two different labels which share a pod:



Since pod 2 is shared by labels L1 and L2, only one of these labels can have a range specified for it. When a range may not be specified for a label, this is indicated by '-'s in this manual. In the range expression, these '-'s are interpreted as don't cares for that label.

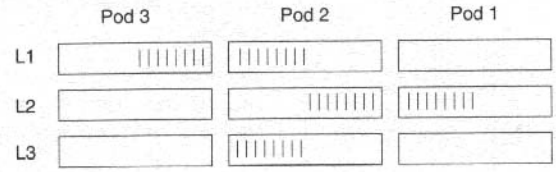
Note that on the screen no '-'s are shown, but rather the actual values which were already entered for that label are shown in light grey.

Equal Pattern

When a label shares a pod with another label for which a range was specified, then a pattern can be specified for it with the range high and low values equal. Provided that:

- Such a label has all its channels assigned within that pod only.
- None of these channels is also assigned to the label for which the range is defined.
- The channel numbers for all these channels are higher than the highest numbered channel for which the label's range was specified.

In the following example, in the second range expression, label L3 is such a label.



	L1	&	L2	&	L3
Range =	R1 high		-------- --------		--------
	R1 low		-------- --------		--------
or					
Range =	-------- --------		R2 high		equal
	-------- --------		R2 low		equal
or					
Range =	-------- --------		-------- --------		$R3_H$
	-------- --------		-------- --------		$R3_L$

Consistency Check

When you specify a range value for a label, the software checks for consistency with the existing range definitions for other labels when you exit the edit field. If any inconsistency is detected, you are notified via a popup menu, and you can select how the software resolves the inconsistency. You have a choice of:

- undoing the last value entered,
- updating this label only (RangeH = RangeL),
- updating all other labels as necessary.

Note that the second option is shown only if such an action can resolve the inconsistency.

Not in Range Detector

The "Not in range detector" is the inverted output of the range detector. So for example:

$$\overline{\text{Range}} = \text{not}\ \{(\text{Address in address range}) \bullet (\text{Data in data range})\}$$
$$= (\overline{\text{Address in address range}}) + (\overline{\text{Data in data range}})$$

Not in range identifies label data which is numerically neither between nor on two specified patterns RangeH and RangeL.

Note that not in range is only evaluated for the state samples captured with the state clock specified for the range in the Trace menu's Trigger Words area.

State Clocks

State Clocks may also be used as patterns themselves for both triggering as well as storage qualification. When state clocks are referred to, the edge definition and clock qualification as specified in the Format menu is used.

Combinations of Pattern Recognizers

All the timing pattern recognizers described above can be combined into complex timing trigger conditions. For example:

$$\text{TimeWord} + \text{Glitch during } (tw_8 > t_8)$$

This expression is true if either the TimeWord occurs, or a glitch occurs while pattern tw_8 is present for at least time period t_8.

All the state pattern recognizers described above can be combined into complex state trigger, or store, conditions. For example:

$$Clk1 + sw_2 + \overline{sw_4} \bullet \overline{sw_5}$$

This expression is true if either Clk1 occurs, or sw_2 occurs, or neither sw_4 nor sw_5 occurs.

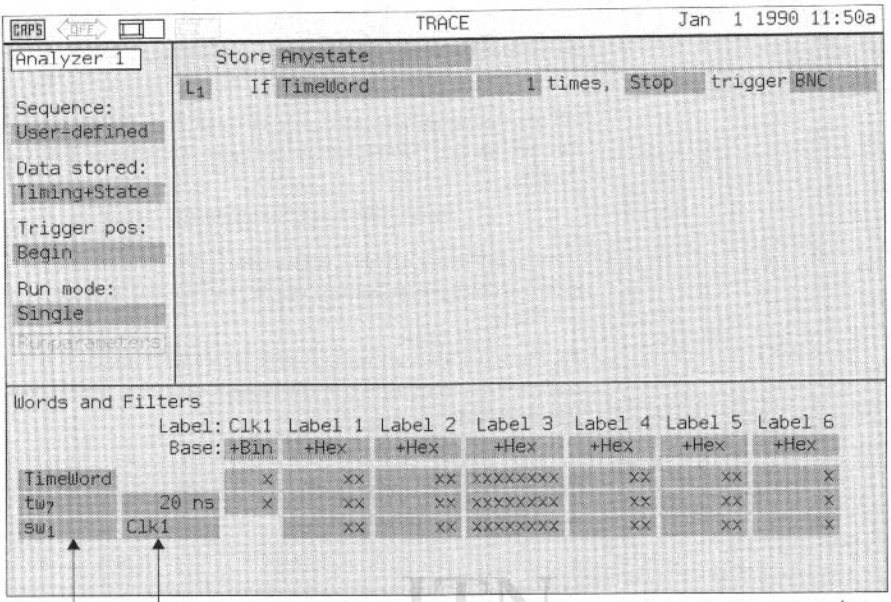
Specifying Patterns for Recognition

The patterns you want to be recognized by the analyzer during acquisition are specified in the Trigger Words area of the Trace menu.

Recognizer Fields

A row in this area represents a pattern recognizer. Pattern recognizers are automatically added to the Trigger Words area as predefined sequences are selected or conditions are specified in the Sequencer area. You can also insert and delete pattern recognizers in the Trigger Words area by pressing the *INSERT* or *DELETE* key respectively on any field of a row representing a pattern recognizer.

When a new pattern recognizer is inserted, the data pattern for that recognizer contains x's (don't cares). When a pattern recognizer is deleted, it is removed from the display. However, the data pattern which was specified for that recognizer remains intact and will be recalled when the pattern recognizer is inserted again.



First Field of a Row

The *first field* of a row contains the name of the pattern recognizer.

Second Field of a Row

The meaning of the *second field* of the row depends on the type of recognizer:

TimeWord, Glitch, Edge:	second field not present.
tw_7, tw_8:	second field is used to specify the filter time.
sw_1 .. sw_8, Range:	second field is used to specify the state clock for which the state word or range is valid.

Pattern Fields

The following fields, called *pattern fields*, are used to specify label values which should be recognized.

The label names are displayed above the pattern fields. Directly below the name of the label is a *Base* field which allows you to specify the number base in which the label's values are shown and entered. The + or – character in the *Base* field reflects the polarity of the label set in the Format menu. It is for information only and cannot be changed here. All labels defined on the Format menu are shown in the Trigger Words area and in the same order.

Note that you can select to specify label values by means of their symbolic names, as defined in the Format menu. In case a symbolic name represents a range you can specify the symbolic name plus an offset value.

Scrolling Labels and Pattern Fields

If more labels are present than can be shown, the labels and pattern fields can be scrolled. Moving to the last *Base* field or last pattern field of a row at the right hand side of the Trigger words area and pressing the right arrow key, causes the whole pattern area to move left, and the next label to be shown. Moving left to the first pattern field of a row or to the first label *Base* field and pressing the left arrow key causes the whole pattern area to move right, and the previous label to be shown.

Presence of Pattern Fields

A pattern field for a specific label is present in the row of a pattern recognizer only if the label has the proper attributes, *i.e.*:

Timing Pattern Recognizers:

A pattern field is present for a label if the label attribute "Timing label" is set to "Data storage + Triggering" or "Triggering only".

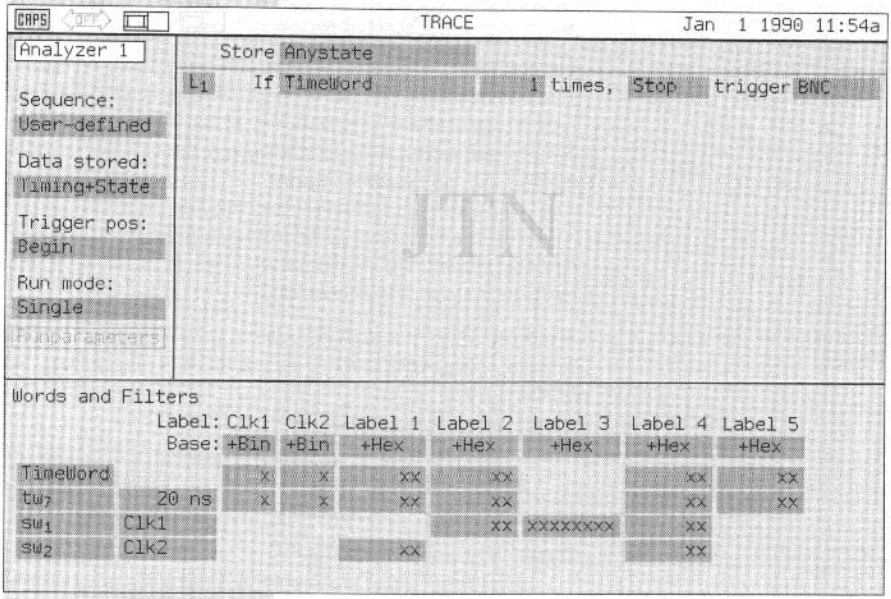
State Pattern Recognizers:

A pattern field is present for a label if the label is valid for the state clock for which the state recognizer is valid.

In the Trace menu shown below an example is given of a possible appearance of the Trigger Words area. In this example the labels have the following attributes:

	Timing Label	Valid for Clk1	Clk2
Label 1	Yes*	No	Yes
Label 2	Yes*	Yes	No
Label 3	No	Yes	No
Label 4	Yes*	Yes	Yes
Label 5	Yes*	No	No

* Either "Data storage + Triggering" or "Triggering only".

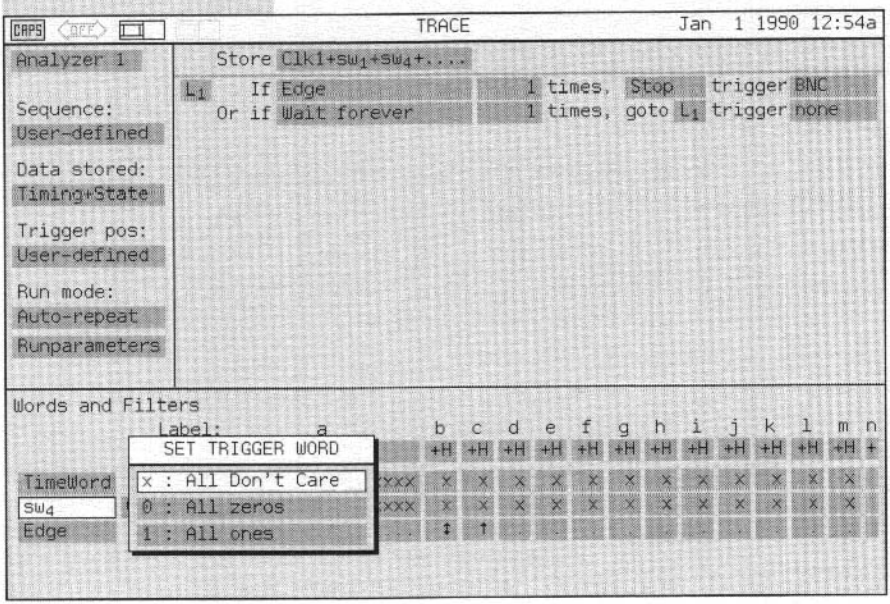


Value Entry

The pattern fields are editable fields in which you can enter the required value.

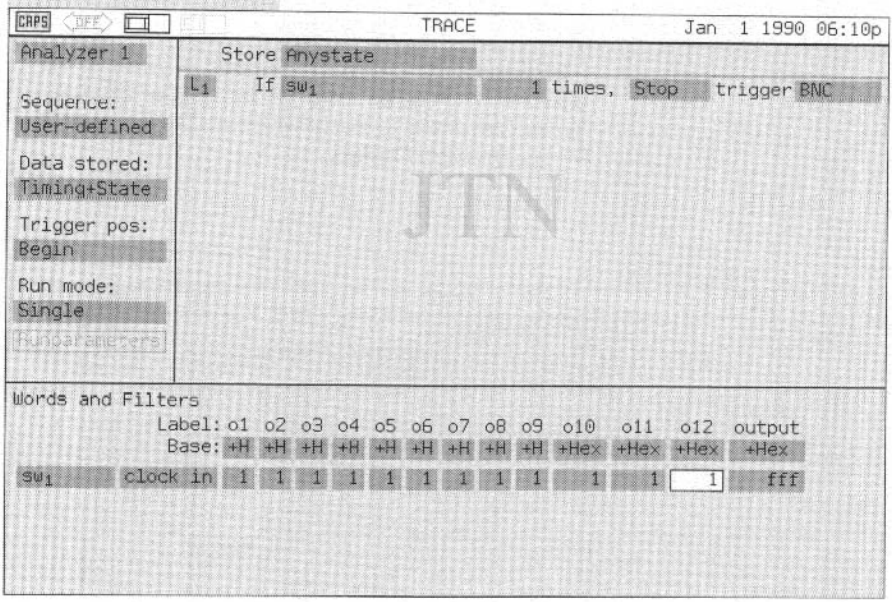
Using the *Base* field you can select another number base in which the label's values are shown and entered. If a value can not be represented in the currently selected base a '?' is shown for those digits which can not be represented. Values for Glitch and Edge pattern recognizers can only be specified in the binary base. This base is automatically selected when the Glitch and/or Edge pattern recognizer is specified.

Note that you can simply set all fields of a pattern recognizer to 0's, 1's or x's using the Set Trigger Word popup menu. This popup is shown when you press *SELECT* on the recognizer name field.



Overlapping Labels

A channel may be present in different labels. You may change the value for such a channel in a pattern field of one of the labels. When you change the value, the pattern fields of the other labels which also contain this channel are automatically updated. As an example consider the Trace menu shown below. If you change for example the value for "o1", the pattern field for "output" is updated accordingly.



Ranges

For the range detector, two rows are available. The upper row (RangeH) allows you the specify the upper parts of the ranges for the labels. The lower row (RangeL) allows you to specify the lower parts of the ranges for the labels. See also "Range Detector" beginning on page 5-13.

Sequencer Facilities

The sequencer built into the PM 3580/PM 3585 Logic Analyzers has the following properties:

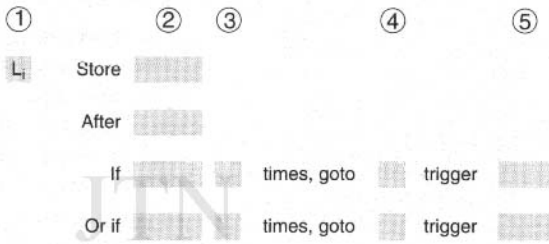
- Eight levels.
- Go to conditions can be state or timing.
- State and timing conditions may be mixed within any sequence.
- Occurrence counters for go to conditions.
- State and timing sections of an analyzer may be separately triggered.
- At any level, the sequencer can be instructed to wait for a pulse from the sequencer of the other analyzer (PM 3585 only).
- At any level the sequencer can be instructed to generate a pulse for the sequencer of the other analyzer (PM 3585 only).
- At any level the sequencer can be instructed to wait for an external pulse from the TRIG IN BNC connector.
- At any level the sequencer can be instructed to generate an external pulse for the TRIG OUT BNC connector.
- At any level the sequencer can be instructed to store specific state samples only (selective storage of state data).

Level Structure

The sequencer can have a maximum of eight levels. Each of these levels can independently have its own structure, ranging from simple to complex.

The simplest level construct is:

While the most complex is:



In the level construct, five different columns are distinguished as indicated above. These are:

1 Level number:

Shows which level is concerned, acts as a label to branch to, and allows you to select level options.

2 Condition:

Store: Specifies what state data should be stored. The storage condition may be any combination of state pattern recognizers.

After: Specifies whether the sequencer must be suspended until either the other analyzer (on PM 3585) or BNC has provided a signal.

If/Or If: Specifies the pattern or patterns that must occur to go to the specified level in the sequence. The *If* condition has higher priority than the *Or If* condition. *If* and *Or If* conditions may be any combination of state recognizers, timing pattern recognizers or a time-out value.

3 Times: Specifies the number of times that the condition should occur before the branch takes place.

4 Go to: Specifies the level to go to after the condition was found the specified number of times.

5 Trigger: Specifies which units (one or more of Timing, State, BNC, other analyzer, or none) must be triggered when the *If* or *Or If* condition was found the specified number of times.

Note that when "Stop" is selected in the *Goto* field, the timing and state sections are implicitly triggered.

Creating a Level

You insert a new level by pressing the *INSERT* key while on the *level* field. Pressing the *DELETE* key while on the *level* field deletes that level. If only one level is left, you may not remove it. At least one level must remain in the Sequencer area.

On inserting a new level it is displayed either in its simplest form, or in its simplest form together with a "Store" line (see "Store" on page 5-26).

You can create a more complex level structure by selectively adding different lines to the structure of that level.

Or If

The ***Or If*** line is simply added by pressing the *INSERT* key while on one of the fields **2 - 5** of the *If* line. The *Or If* line is deleted from the level structure by pressing the *DELETE* key while on one of the fields **2 - 5** of the *Or If* line.

Note that the *Or If* line cannot be inserted per level if the sequence is of the type *Restart* (refer to "Restart Sequence" below for more information).

Trigger

The ***trigger*** field is simply attached to the *If* or *Or If* lines by selecting the trigger option on the Level options popup menu for the level. This popup is accessed by pressing *SELECT* while on the *level* field.

Deselecting the trigger option for this level on the popup menu removes the *trigger* field from the level construct.

After

The ***After*** line is simply added to the level structure by selecting the After option on the level options popup menu for the level. This popup is accessed by pressing *SELECT* while on the *level* field.

Deselecting the After option for this level on the popup menu removes the *After* line from the level construct.

Store

The ***Store*** line cannot be added separately per level. Instead, this line is automatically present in the structure of a level if you set the global store condition to "Per Level". This global store condition is displayed on a separate line above the sequence when you instruct the analyzer to store state data by setting the *Data Stored* field in the Trace menu to either "State only" or "Timing + State".

Note: If you do selective data acquisition, the trigger word which causes the triggering of the state section (either via *stop* or *trigger state*) is only stored in memory if this trigger word is also specified in the store condition.

Time-Out Value

---

of 40 ns

The Time-out option in the *If* and *Or If* fields allows a branch to be performed after a certain amount of delay.

When you select time-out, the times expression changes to the field shown at left. The time-out value field is real numeric, 40 ns through the maximum time-out value, in steps of 20 ns with a default of 40 ns. If the occurrence of the Time-out condition leads to a sequencer stop (*i.e., Goto*

field is "Stop"), then the maximum time-out value is 65,535 ms. Otherwise the maximum value is 1.3 ms.

Selective Data Store after a Trigger Point

The logic analyzer performs selective data storage only before the trigger point. However, because the analyzer stores the number of the active sequencer level together with the data sample, you can create a "pseudo-trigger point" by using an extra sequencer level. The level transition to this extra sequencer level can easily be recognized on the screen and may be interpreted as a "pseudo-trigger point". On the extra sequencer level the *Store* condition for selective data storage after the pseudo-trigger point can now be programmed. The *If* condition on this level can now be programmed independently to control the amount of data stored after the pseudo-trigger point.

As an example assume you want sw_1 to be stored until the trigger (sw_2) occurs and 1000 samples of $sw_3 + sw_4$ thereafter and then stop data aquisition.

The following sequence will do this:

L_1	Store	sw_1				
	If	sw_2	1	times, goto	L_2	
L_2	Store	$sw_3 + sw_4$				
	If	$sw_3 + sw_4$	1000	times,	Stop	

Since the sequencer level numbers are stored together with the data the level transition from L_1 to L_2 can easily be recognized on the screen. This level transition may now be interpreted as a pseudo-trigger point.

Note that even multiple pseudo-trigger points can be defined in this way if so required.

Restart Sequence

The restart sequence allows you to restart the sequencer from level 1 if the restart condition is met. If you select sequence type "Restart" in the Run Definition area, the restart condition is displayed on a separate line above the sequence. It is actually a shorthand notation of:

Or if [redacted] times, goto L_1

at each level.

Examples

Below are a number of examples showing possible usage of the sequencer.

Program Flow

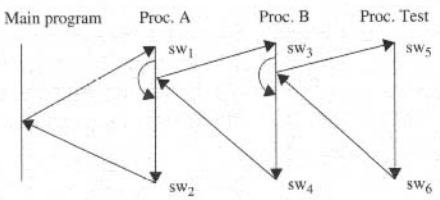
A procedure "Test" is called from different places in a program. Only if it is entered via the calling sequence:

Procedure A, then Procedure B

does something go wrong.

The program sequence Procedure A, Procedure B, Procedure Test should be traced in order to detect the problem.

The program flow can be symbolically depicted as:



State words sw_1 through sw_6 are used to detect the entry and exit of the different procedures, as indicated in the figure of the program flow above.

Note that calling Procedure B from within procedure A is conditional, so may be skipped, as indicated by the curved arrow. The same applies to the calling of procedure Test from within procedure B.

Using these state words, the sequence to detect this program flow and trigger on it is:

L_1	If	sw_1	1	times, goto	L_2
L_2	If	sw_3	1	times, goto	L_3
	Or if	sw_2	1	times, goto	L_1
L_3	If	sw_5	1	times,	Stop
	Or if	sw_4	1	times, goto	L_2

In level 1, the sequencer waits until procedure A (sw_1) has been called, and then goes to level 2.

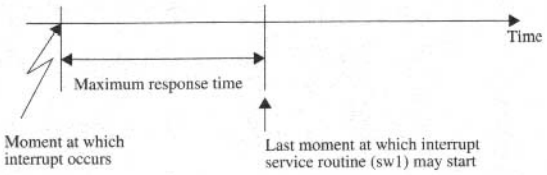
In level 2, the sequencer waits until either procedure B has been called (sw_3) or procedure A is ended (sw_2). If procedure A has been left, the sequencer returns to level 1, again waiting until procedure A is called. If procedure B has been called, the sequencer progresses to level 3.

At the third level the sequencer waits until either procedure Test has been called (sw_5) or procedure B has been ended (sw_4). If procedure B has been left, the sequencer returns to level 2.

If procedure Test has been called, the sequencer stops and triggers the acquisition hardware. Using the trigger position facilities (*Trig Pos* field in the Run Definition area), you can opt to store a specific amount of samples after the trigger before acquisition is completely stopped. (See "Trigger Point Position" beginning on page 5-5.)

Interrupt Response Time

As another example we will use the analyzer to check if an interrupt is serviced in time. The figure below shows the problem. If the interrupt is not serviced within the time interval indicated by "Maximum response time", the analyzer should trigger.



The following sequence can be used to detect a response failure in the target system:

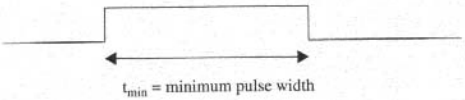
L_1	If	Edge		1	times, goto	L_2
L_2	If	Time-out	of 100 ms ,	Stop		
	Or if	sw_1		1	times, goto	L_1

After detection of the interrupt, using the Edge detector of the analyzer, the sequencer proceeds to level2, where a time-out is started. If the service routine, (sw_1) is started before the time-out period is expired, the sequencer returns to level 1 to wait for a new interrupt to occur. Otherwise the sequencer stops and triggers the acquisition hardware.

In this example note, particularly, that state and timing patterns are used in a single sequence.

Check Minimum Pulse Width

In this example the analyzer is used to check if the pulse width of a signal is always large enough.



t_{min} = minimum pulse width

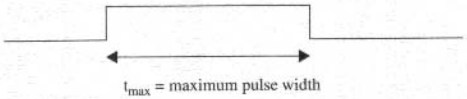
The sequence is:

L_1	If	$tw_7 \leq t7$	1	times,	Stop

Where t_7 is defined such that $t_7 = t_{min}$. If the pulse width is less than, or equal to t_{min}, the analyzer will trigger.

Check Maximum Pulse Width

This example checks if the pulse width of a signal is not too long.



t_{max} = maximum pulse width

The sequence is:

L_1	If	$tw_7 > t7$	1	times,	Stop

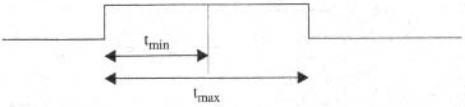
Where t_7 is defined such that $t_7 = t_{max}$. The analyzer now triggers if the pulse width is greater than t_{max}.

Check Pulse Duration

In this example we will use the analyzer to detect whether the duration of a pulse lies between t_{min} and t_{max}, *i.e.*,

$$t_{min} \leq \text{pulse duration} \leq t_{max}$$

or graphically:



In order to do this, we have to use the two filter times t_7 and t_8 such that $t_7 = t_{min}$, and $t_8 = t_{max}$.

The sequence should now be programmed such that it first detects whether the pulse is wide enough, i.e., > t_7. Then it should detect whether it is not too long, i.e., ≤ t_8. The following sequence will, indeed, cause the analyzer to trigger only if the pulse duration lies in-between the two boundaries specified.

L_1	If	tw_7>t7	1	times, goto	L_2
L_2	If	tw_8≤t8	1	times,	Stop
	Or if	Edge	1	times, goto	L_1

Note that, for this example, both tw_7 and tw_8 are required, and that both should be programmed to match on the same pattern (i.e., $tw_7 = tw_8$). This is because a word can only be programmed to have one filter time simultaneously. The edge detector may be programmed such that it detects the positive edge, the negative edge or either one of the two edges.

Check Pattern Sequence

The sequence below can be used to check if three patterns always occurs in the proper order. If the sequence is interrupted (sequence break) the analyzer triggers. Words sw_1, sw_2 and sw_3 are programmed to respectively match the first, second and third pattern of the pattern sequence to be verified.

The sequence is:

L_1	If	sw_1	1	times, goto	L_2	
L_2	If	sw_2	1	times, goto	L_3	
	Or if	$\overline{sw_2}$	1	times,	Stop	
L_3	If	sw_3	1	times, goto	L_1	
	Or if	$\overline{sw_3}$	1	times,	Stop	

After the first pattern has been detected, it is checked whether the next two samples match the second and third patterns. If this is not the case, the sequencer stops and acquisition hardware is triggered. Otherwise the sequencer goes to level 1 and starts the search for the first pattern again.

Wait for a Pattern Sequence

In this example, a sequence is defined such that the analyzer will wait until three patterns occur in a specific order. The pattern sequence is always preceded by a pattern not occurring in the sequence. Words sw_1, sw_2 and sw_3 are programmed to respectively match the first, second and third pattern of the pattern sequence to be verified.

The sequence is:

L_1	If	sw_1	1	times, goto	L_2	
L_2	If	sw_2	1	times, goto	L_3	
	Or if	$\overline{sw_2}$	1	times, goto	L_1	
L_3	If	sw_3	1	times,	Stop	
	Or if	$\overline{sw_3}$	1	times, goto	L_1	

One Immediate Sequence of Two Patterns

In this example, the analyzer should trigger if a pattern, "p_2", immediately follows another pattern, "p_1". Patterns p_1 and p_2 are valid for the same state clock. Furthermore, pattern p_1 may occur in a variable number of consecutive samples immediately preceding pattern p_2.

Words sw_1 and sw_2 are programmed to match p_1 and p_2 respectively.

Two alternative solutions can be used for this sequence.

The sequence for the first alternative uses an immediate state word pair (sw_{12} in this case) and is:

L_1	If	sw_{12}	1	times,	Stop

The sequence for the second alternative is shown below:

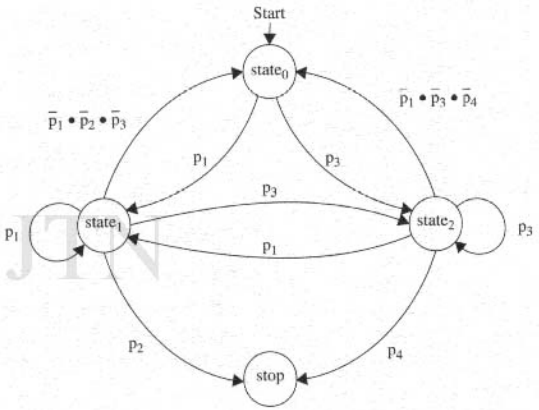
L_1	If	sw_1	1	times, goto	L_2
L_2	If	sw_2	1	times,	Stop
	Or if	$\overline{sw_1} \bullet \overline{sw_2}$	1	times, goto	L_1

The use of an immediate state word pair in this case is thus not absolutely necessary, but does allow a simpler sequence set up.

Two Immediate Sequences of Two Patterns

In this example we will use the analyzer to detect the occurrence of an immediate sequence of patterns p_1 and p_2, or an immediate sequence of patterns p_3 and p_4 in a long sequence of patterns sampled. All patterns are valid for the same state clock.

Proper detection requires the analyzer to keep track of the patterns according to the following state diagram:



Words sw_1 - sw_4 are programmed to respectively match p_1 - p_4. Use of immediate state word pairs sw_{12} and sw_{34} as in the sequence below, allows the analyzer to trigger as required.

The sequence is:

L_1	If	$sw_{12} + sw_{34}$	1	times,	Stop

Separately Trigger State and Timing

Within a program, a specific sequence of two procedures starts a hardware action on the bus system. As soon as the hardware action is started, an error occurs in the system.

A sequence is required such that the part of the program creating the hardware action can be traced, as well as the resulting hardware actions.

The following state words are defined:

sw_1: beginning of the first procedure of the program sequence.

sw_2: beginning of the second procedure of the program sequence.

sw_3: ending of the first procedure of the program sequence.

TimeWord: hardware action started by the program.

In the sequence below, these state words are used to track the specific sequence of the two procedures and trigger the state and timing sections of the analyzer in accordance with the requirements stated above.

L_1 If sw_1 1 times, goto L_2

L_2 If sw_2 1 times, goto L_3 trigger State
Or if sw_3 1 times, goto L_1

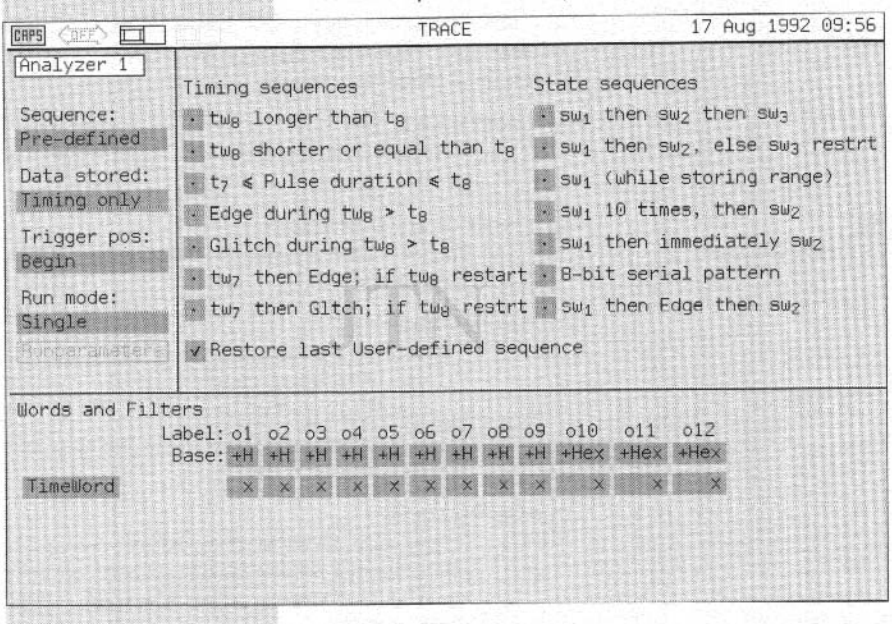
L_3 If TimeWord 1 times, Stop

Note that if the sequencer stops, it implicitly causes the timing and state sections to stop data acquisition. In this particular example, the state section was already triggered to stop acquisition on the transition from level L_2 to L_3.

Predefined Sequences

Predefined sequences in many cases will provide you with just the options you require. They can also be used as a basis for your own definitions.

This is the predefined sequences Trace menu:



The default sequence is "Restore last User-defined sequence", and the default user-defined sequence is:

L1 If TimeWord 1 times, Stop trigger BNC

This means that the analyzer will sample and store data until the trigger condition (TimeWord) is met.

And in the Trigger words area is shown:

TimeWord X X X X ...

which means that *any* bit pattern matches. Thus the trigger is found immediately we begin sampling.

On the left hand side of the predefined trigger sequences menu are the timing sequences, and on the right hand side, the state sequences. The state sequences are only selectable if a state clock has been defined.

The Predefined Timing Sequences

The timing sequences are (note that most of these sequences are described further in "Timing Pattern Recognizers" beginning on page 5-7):

tw_8 longer than t_8
Triggers if the duration of a pattern (tw_8) is greater than t_8.

tw_8 shorter or equal than t_8
Triggers if the duration of a pattern (tw_8) is less than or equal to t_8.

$t_7 \leq$ Pulse duration $\leq t_8$.
Triggers on a pulse (pattern) for which
$t_{min} \leq$ pulse duration $\leq t_{max}$.
$t_7 = t_{min}$; $t_8 = t_{max}$.
Compare example "Check Pulse Duration" beginning on page 5-32.

Edge during $tw_8 > t_8$
Triggers on an edge which occurs during the presence of a pattern which has been present for at least a specified time (Compare "Edge Detector" on page 5-9).

Glitch during $tw_8 > t_8$
Triggers on a glitch which occurs during the presence of a pattern which has been present for at least a specified time (Compare "Glitch Detector" on page 5-8).

tw_7 then Glitch; If tw_8 restart
Triggers on a glitch occurring after a specific pattern (tw_7). However, should a second condition occur before the glitch is found, then restart the cycle.

The Predefined State Sequences

The State sequences are as follows. Except for the third sequence (store range) all state data is stored:

sw_1 then sw_2 then sw_3
Triggers on a sequence of three state words, one occurring after the other.

sw_1 then sw_2, else sw_3 restart
Triggers on the sequence of two state words (sw_1 and sw_2), provided that sw_3 does not occur before sw_2.

sw_1 (while storing Range)
Triggers on one state word and limits the data stored.

sw_1 10 times then sw_2
Triggers on one state word after another state word has been detected 10 times.

sw_1 then immediately sw_2
Triggers if state words sw_1 and sw_2 are recognized in two consecutive samples, with sw_1 being the first recognized. Compare examples "One Immediate Sequence of Two Patterns" on page 5-34 and "Two Immediate Sequences of Two Patterns" on page 5-35.

8-bit serial pattern
Triggers when 8 state words follow each other in a specified order without a break. Compare the example "Check Pattern Sequence" beginning on page 5-33.

sw_1 then Edge then sw_2
Triggers on one state word followed by a change of state of one or more signals followed by another state word.

Explanations of the exact meaning of the terms in these sequences are to be found in the sections concerning pattern recognition beginning on page 5-7. They are also defined in the "Timing Sequences" and the "State Sequences" in the *PM 3580/PM 3585 Reference Guide*.

Last User-defined Sequence

The last User-defined sequence option allows you to use the last sequence you set up as a User-defined or Restart sequence instead of one of the predefined sequences.

You may also select one of the predefined sequences, then change it as required. To do so, you have to go to the *sequence* field in the Run definition area and select the option "User-defined" in this field. The currently selected Predefined sequence is then used as a template for the User-defined sequence. If you previously had a user-defined sequence, this is then replaced by the selected predefined sequence.

On returning from User-defined to predefined sequences, the "Last User-defined sequence" is the default.

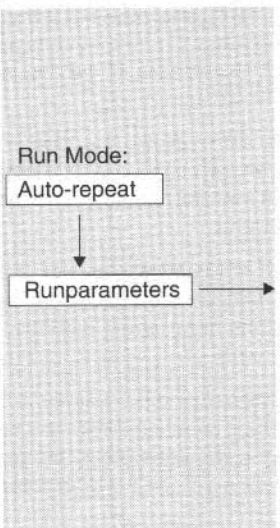
One user-defined sequence is always remembered, so you can use a predefined sequence, then come back and use your last user-defined sequence.

Repetitive Measurements

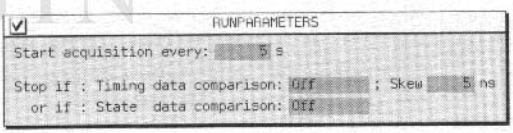
You can set up your analyzer to automatically restart itself after each non-manual acquisition stop. This is called the auto-repeat mode and can be selected in the Run Definition area of the Trace menu, in the *Run Mode* field.

Starting Repetitive Measurements

When auto-repeat mode has been selected, pressing the *RUN* key starts the analyzer. After the trigger condition has been detected and acquisition has stopped, the analyzer displays the data and then automatically restarts itself.



You can specify the amount of time between analyzer stop and automatic restart using the run parameters popup menu.



The value specified in the *Start acquisition every* field determines the amount of time between analyzer stop and automatic restart (5 sec. by default).

Terminating Repetitive Measurements

The automatic repeat can be terminated on the basis of data comparison results between newly acquired data and data stored in reference memory.

Data can be stored in reference memory by using the copy functions provided in the special functions popup menu of the display menu (see Chapter 3, "Menu Overview": "The Special Functions Popup Menu", and the "Display Special

Functions Menu" in the *PM 3580/PM 3585 Reference Guide*). Reference data can also be stored in memory by loading a measurement file from disk already containing reference data.

Stop Condition

You can select whether auto-repeat should stop if the newly acquired data is equal to the reference data or if it is unequal to it. This is done in the *Timing data comparison* and *State data comparison* fields in the run parameters popup menu.

The value for both these fields can be toggled between off, equal, and unequal independently.The value selected for a specific data type (state, timing) is only relevant if that type of data is also stored during a run. (That is if that type of data is indicated in the *Data stored* field of the Trace menu.)

Manual Stop

If the *Data comparison* field is set to *off* for the type or types of data stored, the analyzer will restart itself every time. It can then only be stopped manually using the *STOP* key or by switching to another menu.

Changing Menus

After the first run, the display is automatically shown. As long as you stay in this menu, and the stop condition for auto-repeat has not been met, the auto-repeat mode remains active.

If you perform cursor manipulations, or other actions on the display menu, the counter stops counting down, and is reset to the value specified in the run parameters menu. The counter can only reach zero if you do no manipulations during countdown.

Note that pressing the *STOP* key will always stop auto-repeat.

Data Comparison

Data comparison is performed between R and S cursor positions as last specified while viewing New, Reference or Compare data on the Display menu. R and S cursor positions can be set independently for Analyzer 1 State, Analyzer 1 Timing, PM 3585 Analyzer 2 State, and PM 3585 Analyzer 2 Timing.

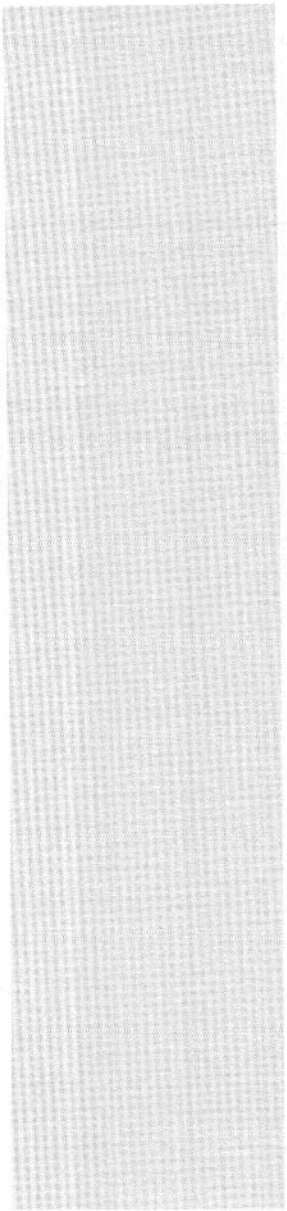
Note: If the Display menu is in split-screen mode and both are showing the same type of data from the

same Analyzer, then the R and S cursor positions from the last-selected window (i.e., containing the highlighted field) are taken.

Repeat Mode Timer

If the auto-repeat mode is selected (*Run mode* field is set to auto-repeat), a time counter is displayed on the menu bar immediately adjacent to the analyzer activity icons. If the auto-repeat mode is inactive, such as when the *RUN* key has not yet been pressed, or the auto-repeat is stopped, this time counter is displayed in *light gray.*

If the auto-repeat mode is active, the counter is displayed in *black and is counting down.* On reaching zero, an acquisition run is automatically started.



Chapter 6

Analyzing the Data

This chapter describes how the Display menu is used. An example of the timing waveform display and the state list display are shown on the opposite page.

Display areas, functions and operations are similar for all four types of display (timing waveform and list, state list and waveform). Therefore the concepts common to all types of display are described first. Then the items specific to the different display formats (waveform and list) are described separately.

Display Concepts

The two rows at the top of the Display menu contain a number of selectable fields. These two rows together form the display definition area. This gives you information about the current display, allows you to selectively move through the display, and lets you change aspects of the display.

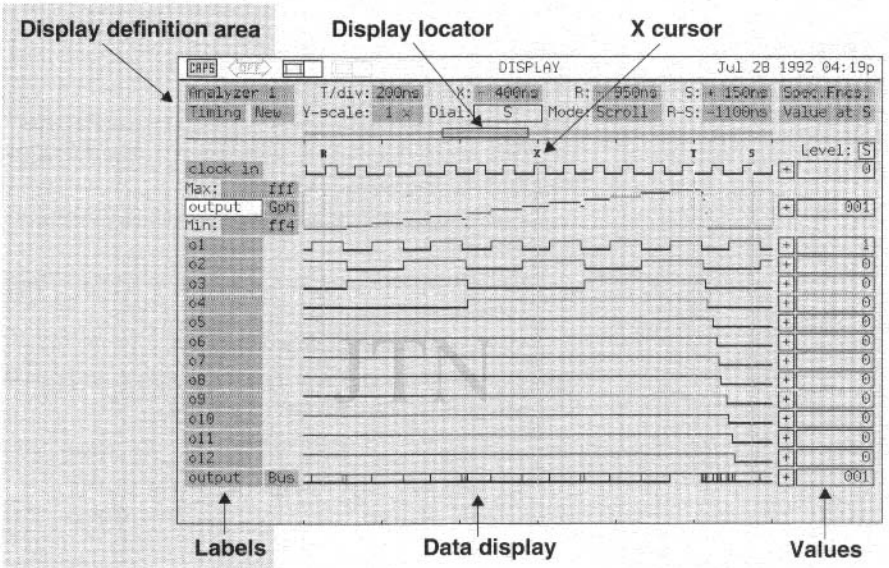
The labels shown are the labels you defined on the Format menu. You can scroll, delete, replace, add (more than once if required), and reposition labels.

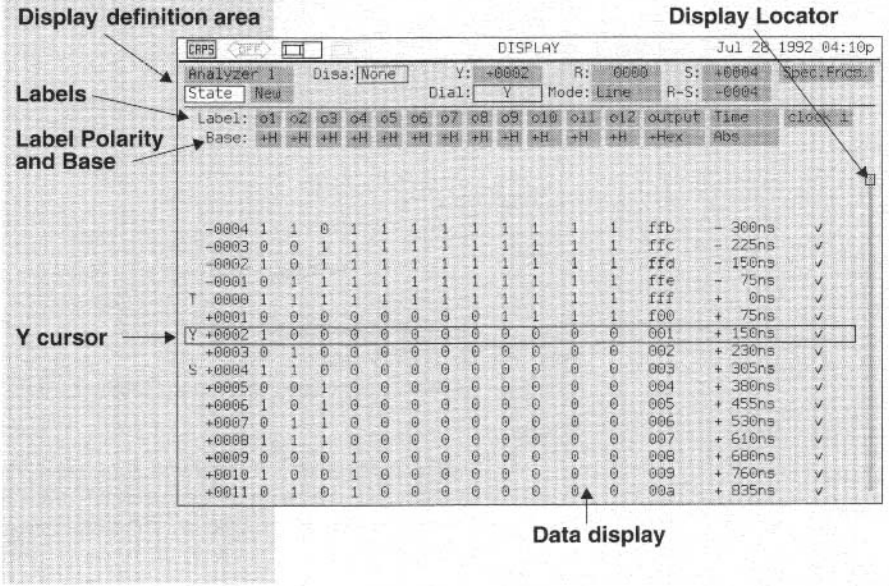
The polarity and base below the labels in a list display show, respectively, the polarity set on the Format menu, and the base of the data displayed for that label. You can change the base for a label at any time.

The columns on the right-hand side of the waveform display show the polarity set on the Format menu and the values of the labels in hexadecimal format. The value is shown for the position defined by the *Displayed Value* field ("Value at ..") above this column, in the display definition area.

The data display shows the data captured for the labels. The center of the data display is marked by a special cursor, called X for the waveform display, and Y for the list display. The trigger point in the measurement is marked by a special cursor, called T. In addition two more cursors R and S are available on the display.

The display locator shows which part of the total measurement (timing or state as appropriate) is currently visible on the screen. The gray bar on which the display locator is positioned represents the total timing or state measurement.


Display definition area
Display locator
X cursor
Labels
Data display
Values

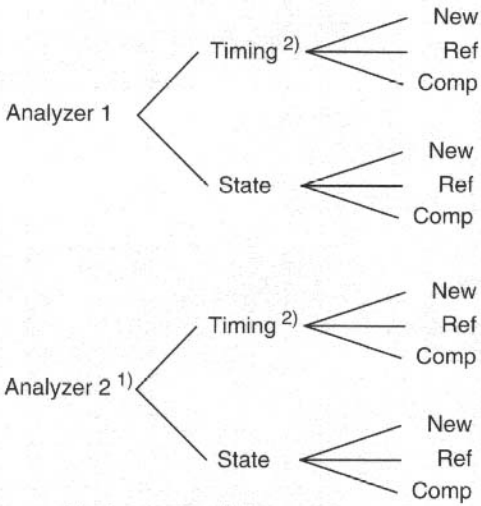

Display definition area
Display Locator
Labels
Label Polarity and Base
Y cursor
Data display

Data Source

Different sources of data may be present in your PM 3580/ PM 3585 Logic Analyzer simultaneously, depending on the following conditions:

- which analyzers have pods connected (Configuration menu).
- which type of data is stored per analyzer (Trace menu).
- whether reference data is present.

Schematically the sources of data which may be present in your analyzer can be depicted as follows:



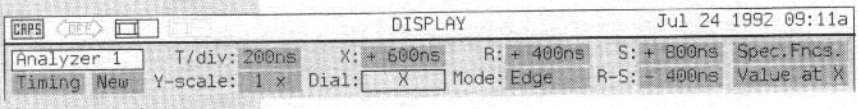
New = Newly acquired data
Ref = Reference data
Comp = Comparison between New and Reference data

Notes:

1. Display of Analyzer 2 information is possible on PM 3580 instruments only if measurement data is loaded from files generated on PM 3585 instruments.

2. Timing data also includes glitch data if glitches have been stored (Data stored field in Trace menu is set to "Timing+Glitch").

You can select to display the data from any one of these sources using the three fields at the left-hand side of the display definition area.



Three fields to select the data source

- Analyzer Name — This field selects between data from Analyzer 1 or Analyzer 2. On PM 3580 instruments data for Analyzer 2 can only be selected if a measurement file has been loaded which was generated on a PM 3585 instrument.
- Data Type and Form — (Timing/State) This field selects between the display of timing data or state data and also the form of the display: waveform or list. (See below).
- Data Source — This field selects between the display of newly acquired data, (New), reference data (Ref) or the results of the comparison between New and Reference data (Comp).

The data shown on the menu the first time it is displayed, depends on whether data has already been acquired, and, if not, the setting of the *Data Stored* field on the Trace menu. Data is shown, for preference, from Analyzer 1, and state data is shown rather than timing.

Data Type and Form

Both timing and state data can be shown as waveforms or in list form. Both the type of data (State/Timing) and the form (List/Waveform) can be selected from the *Data Type and Form* field.

Timing Waveform Display

The *Waveform* display for *Timing* data shows traces for the data captured with the ***internal*** clock. If glitch data has been stored, glitches are also shown provided time values (T/div) are used for reference rather than sample numbers (S/div). (For more information see subsections "Time or Sample Numbers" on page 6-11 and "Waveform Data Representation" on page 6-27).

Timing List Display

The *List* display for *Timing* data shows these same transitions in a list form. That is, a list of the data captured with the ***internal*** clock. In this display, a new data line is present each time one or more transitions occur in the data (one or more of **all** channels captured), not for every tick of the internal clock. Note that no glitch data is shown in a timing list display.

State List Display

The *List* display for *State* data shows a list of data captured with the specified ***external*** clock or clocks. Each line of the list represents a tick of (one of) the clock(s) and the data captured by (one of) the clock(s). (For more information see subsection "List Data Representation" on page 6-31). Alternatively, the State List display may show a disassembled list of the state data: see "Disassembly" beginning on page 6-35.

State Waveform Display

The *Waveform* display for *State* data shows traces for the data captured with the ***external*** clock. Note that the data values shown between clock ticks are the values captured at the previous clock tick. Therefore, data which *appears* constant on the display may have changed value once or several times between the external clock ticks.

Reference Data

Copying Data to the Reference memory

In addition to memory for storage of newly acquired data your analyzer contains a separate memory in which reference data can be stored. Newly acquired data can be compared with this reference data.

You can copy data to the reference memory by using the *Copy New to Reference* function field on the Display Special Functions popup menu. You can also use the *Exchange New and Reference* field.

Measurement File

If you saved a measurement to disk (using the Save command on the I/O menu) while reference data was defined, this reference data is also saved. If you load the measurement file (using the Load command on the I/O menu) the reference data will also be loaded.

Note: To make a Reference file for subsequent use you will save disk space and will be able to load faster if there is no New data. This will be the case if after acquiring a measurement you use "Exchange New and Reference" instead of "Copy New to Reference"

Data Comparison

Comparisons can be made between new and reference data on the Display menu by selecting "Comp" in the *Data Source* field of the display definition area.

When state data is compared sample numbers are used as the basis for comparison (i.e. sample i of the reference data is compared with sample i of the new data). For comparisons of timing data, however, time values are used as the basis for comparison.

Waveform Display

In the *Waveform display*, the data shown is the result of the comparison of New and Reference data using the exclusive-OR function. Differences between New and Reference data are displayed as high (1) and equalities as low (0).

List Display

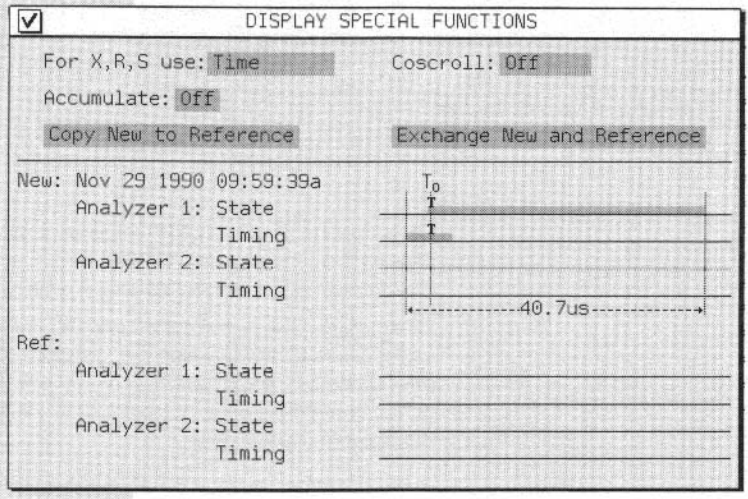
In the *List display* New data is shown with the differences from the Reference data highlighted.

Repetitive Measurements

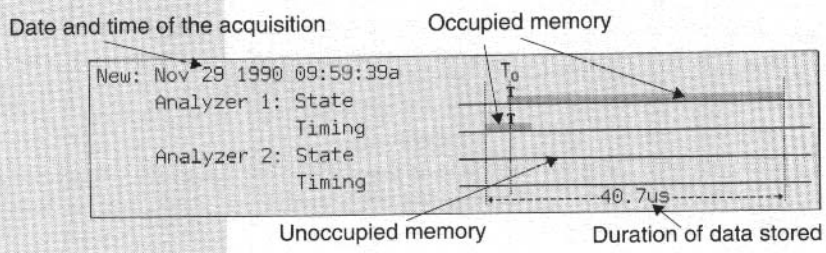
Data comparison can also be executed during *repetitive measurements*. The positions of the R and S cursors then determine which part of the measurement data is compared for autostop. (See Chapter 5, "Trace Control": "Repetitive Measurements").

Measurement Data Overview

An overview of all the data present in the analyzer memories, including reference data, is shown on the Display Special Functions popup menu. This menu is accessed by pressing *SELECT* on the *Display Special Functions* field ("Spec.Fncs.") at the right-hand side of the display definition area. For PM 3580 instruments, Analyzer 2 is only shown if a measurement file has been loaded which was generated on a PM 3585 instrument.



The indication of memory usage for newly-acquired data is detailed below. The indication of memory usage for reference data is equivalent.

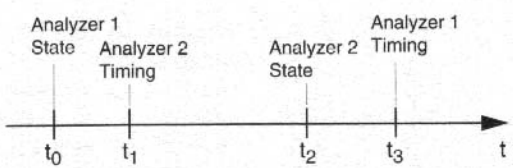


Time Origin - T_0

During an acquisition, two analyzers may be active (only one for PM 3580 instruments) and for each analyzer, two independent sections (timing and state). By default, all sections are triggered simultaneously. However, each of the analyzers and each of its sections can be triggered at different instants. Consequently, four different (two for PM 3580 instruments) triggering instants may exist within a single measurement:

- Trigger for Analyzer 1, Timing.
- Trigger for Analyzer 1, State.
- Trigger for Analyzer 2, Timing (PM 3585 only).
- Trigger for Analyzer 2, State (PM 3585 only).

An example is shown in the figure below:



To properly correlate the data captured by the different sections one trigger instant is selected for references. This trigger instant is mapped to time instant 0 and labelled T_0.

This time instant is selected as follows:

- If there is only one trigger point in memory, then that point is taken as T_0.
- If there is more than one trigger point in memory, then the trigger point with the earliest time is the time origin (in the example above this is the instant where the state section of Analyzer 1 was triggered).

If there is no trigger point in memory (the trigger has been lost) then the oldest sample in memory is taken to be T_0.

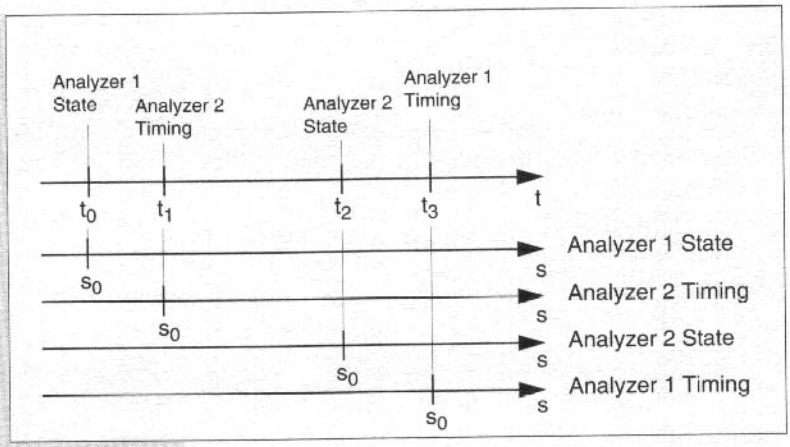
Time or Sample Numbers

In case of samples occurring before T_0 these samples will have a negative time value associated with them.

Values in cursor position fields (X, Y, R and S) may show either time or sample numbers. To change between them, go to the Display Special Functions menu and press *SELECT* on the *For X,R,S use* and *For Y,R,S use* fields. (See "Measurement Data Overview" beginning on page 6-8.) For each type of display, time or sample number can be selected independently. The setting affects the X or Y, R, S, R-S fields, and, on the waveform displays, the division field (*T/div* or *S/div* respectively). See also "X-scale (T/div and S/div)" beginning on page 6-23.

Sample Number 0

As was explained above there is only one time origin T_0 for the complete measurement and all timing values shown on the display are relative to this time origin. However, sample numbers are always relative with respect to the triggering instant of their related section. The sample at the triggering instant is labelled 0. So in the example shown below each section has its own "sample number 0".



Note that if there is no trigger point in memory for a specific section, the trigger for that section occurred before the first sample which is stored in memory. This first sample will now be labelled "sample number 1".

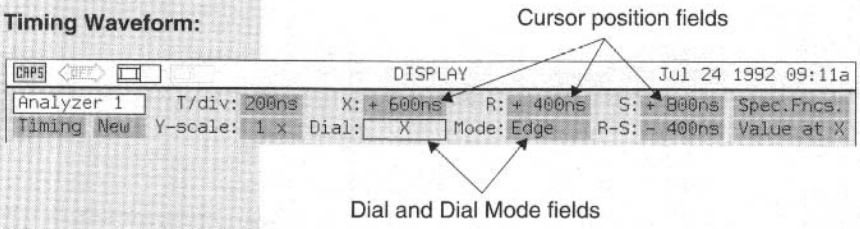
Dial Operation

In the Display menu, the dial is used to scroll through the measurement data and to set reference cursors (R and S).

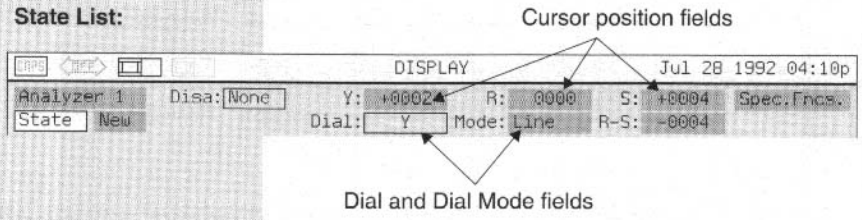
The dial can be operated in different modes. The dial mode, selected in the *Dial Mode* field, determines how much the element on which the dial currently operates (measurement data, R or S cursor) moves per click of the dial. For example each click may represent a movement of one or more pixels (scroll) or one line only or a whole page. For a complete overview see "Waveform Displays" beginning on page 6-20 and " List Displays" beginning on page 6-30.

For example:

Timing Waveform:



State List:



Dial Locking

On cursor position fields (X,Y,R,S, R-S), auto dial locking takes place. That is, if the dial is moved when any of these fields is highlighted, the dial is locked to that field. When any other field is highlighted and the dial is turned, the dial affects the cursor that was last locked. Note that no dial locking takes place on the T/div and S/div fields.

Viewing Parts of the Measurement Data

The center of the data display is marked by a special cursor, called X for the waveform display and Y for the list display. The position of this cursor in the total measurement is indicated in the *X* or *Y Cursor Position* field in the display definition area. The value in the *Cursor Position* field may be time or sample number (see "Time or Sample Numbers" on page 6-10). A time value in this field is relative to Time origin T_0. A sample number is relative to the trigger point for the section (see "Sample Number 0" on page 6-10).

There are three ways to see other parts of the measurement data:

- By moving the data using the dial to change the X or Y position: Dial Movement.
- By typing in a new value for the center of the data display (X, Y): Absolute Movement.
- By positioning the center of the data display on a predefined point using a letter: Quick Movement

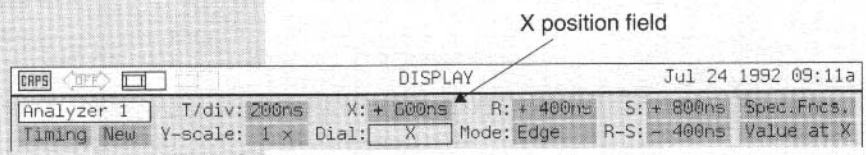
(Note that these methods are the same for all cursors – *i.e.* also R and S cursors).

Dial Movement

When the dial is turned while the *Dial* field indicates X or Y, the list or waveform is scrolled. The amount moved depends on what is set in the *Dial Mode* field and whether the highlight is on a label field, or on a field in the display definition area. See "Waveform Displays" beginning on page 6-20 and " List Displays" beginning on page 6-30 for more detailed information.

Absolute Movement

First, using the arrow keys, move the highlight to the *X position* or *Y position* field (in the center of the display definition area at the top of the screen).



Start typing a number. A pop-up menu with your first digit appears. You can carry on typing the number: say 500. If you want to place the X or Y position *before* the trigger point, press the **+/–** key to change the sign.

Depending on whether you were editing a sample or a time value proceed as follows.

If you were editing a *sample number*, press *SELECT*. This closes the popup. The screen is refreshed so that the sample value selected for X or Y is in the center of the display area.

If you were editing a *time value* and you want to change the units also, proceed as follows.

Use the right arrow key to move to the units field, then, either press the appropriate key or press *SELECT* to toggle through the options.

Units

The units you may select for a cursor position are:

n	nanoseconds
u	microseconds
m	milliseconds
s	seconds
k	kiloseconds

Finally close the popup by pressing *HOME* then *SELECT*, or *HOME* again. The screen is refreshed so that the time position selected for X or Y is in the center of the display area.

Quick Movement

You can also move the X or Y position to a predefined position quickly by pressing an appropriate alphabetic key, as shown in the box below.

Quick Movement Characters

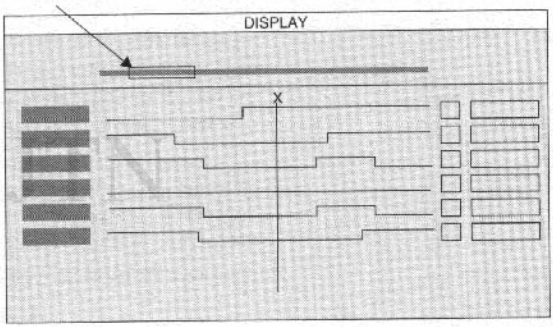
B	Beginning of data	**S**	S position
C	Center of data	**T**	Trigger position
E	End of data	**X**	X position
R	R position	**Y**	Y position

Pressing *SELECT* while on the *X* or *Y position* field pops up a list from which you can select one of these predefined positions. You can also select *Time* and *Sample* from this list. These, in turn, show a popup menu on which you can type in a number (see "Absolute Movement" above).

Display Locators

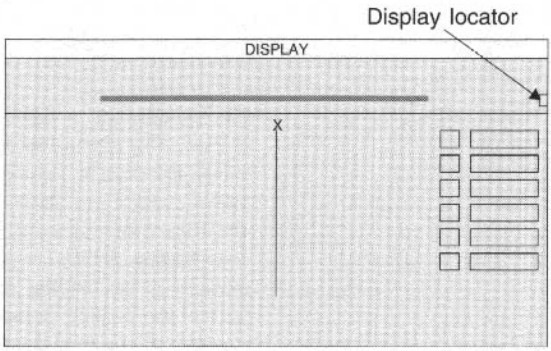
On the display, a display locator (a hollow rectangle) is shown. The display locator shows which part of the measurement data is currently visible on the screen. The gray bar on which the display locator is positioned represents the total measurement. The hollow rectangle represents the display. As you move through the measurement the position of the display locator is updated accordingly. The size of the display locator is calculated on basis of time or number of samples depending on whether time or sample numbers has been selected for the cursor positions.

Display locator



If X has a value that lies outside the data acquired, it is possible that no waveforms are shown. If this happens, the display locator shows you where you are. At least one edge of the hollow rectangle is always visible, no matter how far the cursor is placed outside the measurement.

As an example, the figure below shows a waveform display when the X position is far beyond the end of the data. For the list display, this applies with respect to the Y position.

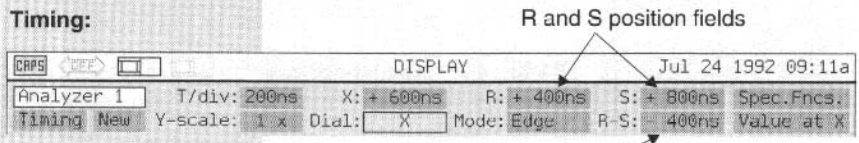


Measurements (R and S cursors)

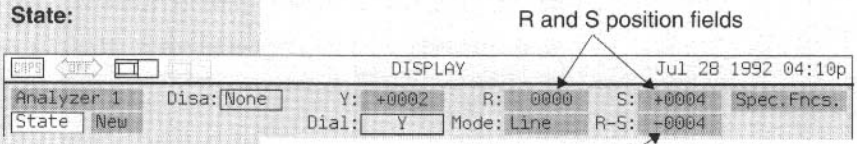
You can set the R and S cursors to measure differences between timing events (*e.g.*, the difference between edges on two different signals) or state events. The difference can be shown in time or sample numbers.

The position of these cursors is indicated in the display definition area. The value in these fields may be time or sample number (see "Time or Sample Numbers" on page 6-10). The difference between the R and S cursor positions can be read immediately from the *R-S* field.

Timing:



State:



The R and S cursors are also used to select the part of data that should be compared during repetitive measurements (see Chapter 5, "Trace Control": "Repetitive Measurements").

The position of the R and S cursors can be changed in three ways (compare "Viewing Parts of the Measurement Data" beginning on page 6-12):

- By using the dial: Dial movement.
- By typing in a new value: Absolute movement.
- By positioning the cursor to a predefined point using a letter: Quick movement, (not for R-S field).

Notes:

1. When the R, S or R-S cursor field is selected, turning the dial will move that cursor across the screen in the direction of rotation. When the cursor reaches a position half of a scale division from either end of the display the cursor will stop moving and instead, the data display will scroll in the opposite direction relative to the cursor. If the cursor is off the screen when it is selected, the display will not scroll until the cursor has been dialed back onto the screen within the prescribed limits.

   This also applies when in List form, except that the data will scroll when the cursors are at the extreme top or bottom of the display.
2. When you dial on the R-S field, the position of both cursors is changed. Their difference, however, remains constant.
3. When you type in a new value for R-S, the position of the R cursor is updated to reflect the new difference. The position of the S cursor remains unchanged.

Selecting Labels for Display

By default, all labels defined on the *Format* menu are shown in the *Display* menu and in the same order. Note that labels are only shown in the timing displays if the label attribute, Timing label, is set to "Data storage + triggering". Likewise, labels are shown in the state displays only if they are valid for at least one state clock. See also Chapter 4, "State Clocks": "Label Attributes" and "Clock Attributes".

Scrolling Labels

If more labels are present than can be shown on the display simultaneously you can scroll the labels. Go to the last

label displayed using the arrow keys. Then press the appropriate arrow key (down in the waveform display, right in the list display). This will cause the labels to scroll one position. The first label disappears from the screen and a new label becomes visible in the last position.

You can scroll back the labels by going to the first label displayed and then pressing the appropriate arrow key.

Note: You should press the *HOME* key, cursor left or shift dial, on a waveform display to move from the label area to the display definition area if you have scrolled the labels.

Deleting Labels

To delete a label, highlight the label name (using the arrow keys) and press the *DELETE* key. Note that no data is lost, only removed from the display. You can always insert the label again later.

You may find that removing labels, not of interest at a particular time, helps to simplify the display.

Adding Labels

To add a label, highlight the label after which you want the new label to be inserted, and press the *INSERT* key. A menu of all the available labels (as you defined them in the Format menu) appears. Highlight the label you want, and press either *SELECT* or *INSERT*. The label is now added to the display.

Use delete, then add to move a label to a different position.

Note: You may add the same label more than once.

Changing Labels

To replace one label by another, highlight the label you want to change, and press *SELECT*. A menu of all the available labels (as you defined them in the Format menu) appears. Highlight the label you want to appear in place of the current label, and press *SELECT*. The label is now replaced by the one selected.

Quick Label Selection

You can also change a label using the first character select method: highlight the label to be changed and press the first letter of the label to replace it. If there is more than one label starting with the same letter, keep pressing the letter until the required label is shown.

Hint: To insert a label before the first label, insert (add) the first label (so it appears twice), then change the first label to the one you want.

Display of Sequencer Levels

In all displays you can see at which level the sequencer was when a particular data sample was captured.

In waveform displays this is shown at the top of the values area in the *Level* field (information field). The sequence level displayed in this field corresponds with the data sample at which the cursor, selected in the "Value at" field, is positioned.

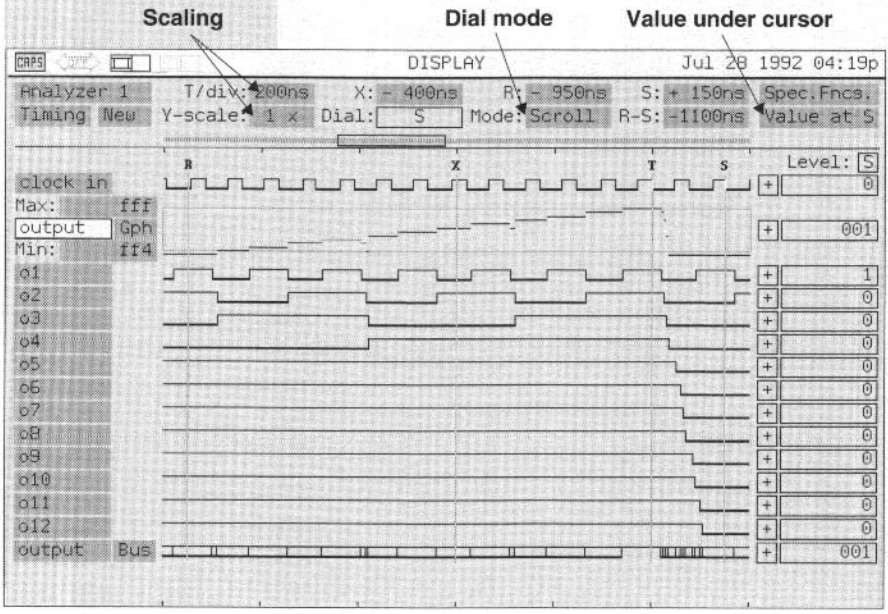
In list displays a special label called "Level" is available. This label can be added as described in subsection "Selecting Labels for Display" on page 6-17.

Note: An "S" (Stop level) is shown as value for the level for those samples which were captured after the trigger.

Waveform Displays

On waveform displays, waveforms are shown for either timing or state data captured by the logic analyzer. An example of a timing waveform display is shown below. In the previous section, "Display Concepts" beginning on page 6-2, it has already been discussed how you can view other parts of the measurement data, measure differences using the R and S cursors, select labels, etc. This section discusses those items specific to waveform displays only:

- Dial movement (Dial mode).
- Setting the scale on the waveform display.
- Bus signals
- Graph display
- Values at a position
- Accumulate mode.

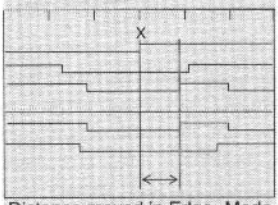


Dial Movement (Dial Mode)

If the Dial Field shows *X*, then turning the dial causes the waveforms to move. The amount moved depends on what is set in the Mode field and whether the highlight is on a label (at the left of the screen) or in the display definition area (at the top of the screen). The mode field also applies when moving the R and S cursors. For X, the cursor remains in the center of the display and the *waveforms* move in the direction the dial is turned. For R and S cursors, the *cursors* move in the direction the dial is turned. Note that when the new position of the R or S cursor lies outside the currently visible part of the measurement data, the data may be scrolled as described in the section "Measurements (R and S cursors)" beginning on page 6-16.

The available mode settings are:

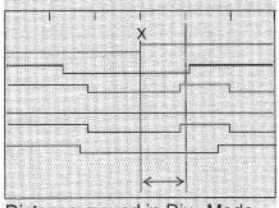
Step This mode is only for changing the X scaling (*T/div* or *S/div*). It is only available when the X scaling field is highlighted and does not appear on the mode popup. The Time or Sample number per division moves to the next or previous scale division per "click" (see "X-scale (T/div and S/div)" beginning on page 6-23).



Distance moved in Edge Mode

Scroll The default for waveform displays. This mode allows very fine adjustment of the cursor. The waveforms or cursor move one or more pixels per "click".

Edge Moves the waveforms or cursor such that the appropriate cursor is on the next/previous edge (transition). If a label field is highlighted, then the dial moves the cursor from edge to edge of that label only. If any other field is highlighted, the dial moves the cursor to the edge of any label which is displayed.



Distance moved in Div Mode

Division Moves the waveforms or cursor by one scale division (these are the marks below the display locator and at the bottom of the data display area). You can change the scale of these divi-

sions: see "X-scale (T/div and S/div)" beginning on page 6-23.

Page Moves one display page (the width of the data display) per "click".

Level Moves the waveforms or cursor such that the appropriate cursor is on the next (previous) sequence level transition.

Glitch Moves the waveforms or cursor such that the appropriate cursor is on the next (previous) glitch. If a label field is highlighted, then the dial moves the cursor from glitch to glitch on that label only. If any other field is highlighted, the dial moves the cursor to the next glitch on any label. (Only available for waveform displays showing new or reference timing data along the time axis (T/div)).

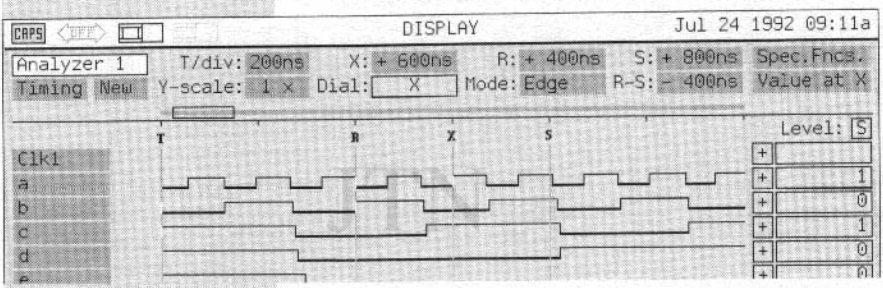
Different Only when Data Source field is *Compare*. Moves the waveforms or cursor such that the appropriate cursor is on the next (previous) difference between new and reference data. If a label field is highlighted, then the dial moves the cursor from difference to difference in that label only. If any other field is highlighted, the dial moves the cursor to the next difference in any label displayed. See "Data Comparison" on page 6-7.

Equal Only when Data Source field is *Compare*. Moves the waveforms or cursor such that the appropriate cursor is on the next (previous) equality of new and reference data. If a label field is highlighted, then the dial moves the cursor from equality to equality in that label only. If any other field is highlighted, the dial moves the cursor to the next equality in any label displayed. See "Data Comparison" on page 6-7.

X-scale (T/div and S/div)

Depending on the horizontal (X) scale set, a larger or smaller part of the total measurement is displayed. When first displaying newly acquired data, the Logic Analyzer sets the scale so that at least 10% of the total measurement is displayed.

The horizontal dimension (X) of the data display is divided into six divisions as shown on the line below the display locator and at the bottom of the display. You select the



scale by specifying the number of units per division in the *X-scale (T/div* or *S/div)* field in the display definition area. Changing the X scale allows you to zoom in or out on the data around the X position.

The *X-scale* field shows *T/div* if the X, R and S fields show time values, or *S/div*, if they show sample numbers. You set the display to use time or sample numbers in the Special Functions menu (see "Time or Sample Numbers" on page 6-10). Alternatively you can use the pop-up menu which appears when you press *SELECT* on the X-scale field or you can press the *T* or *S* key to switch directly.

Note that "Sample" for timing data refers only to those samples in which a transition (high/low or low/high) has occurred on one or more analyzer channels which have been enabled for timing analysis in the *FORMAT* menu.

There are two ways of changing the X scale:

- By using the dial.
- By typing in a new value.

Using the Dial

With the *X-scale* field highlighted, you can change the scale with the dial. Turning clockwise you zoom in on the data and consequently the value in the *X-scale* field is *decreased.*

As the scale is changed, the display is updated to show the data at the scale requested. The time divisions that can be set are shown in the box below.

Time Scale Divisions:

5ns, 10ns, 20ns, 50ns, 100ns, 200ns, 400ns, 800ns, 2µs, 4µs, 10µs, 20µs, 50µs, 100µs, 200µs, 500µs, and so on with values 1, 2, 5, 10, 20, 50, 100, 200, 500 in ms, s and ks (kiloseconds) through 50ks.

Typing a Value

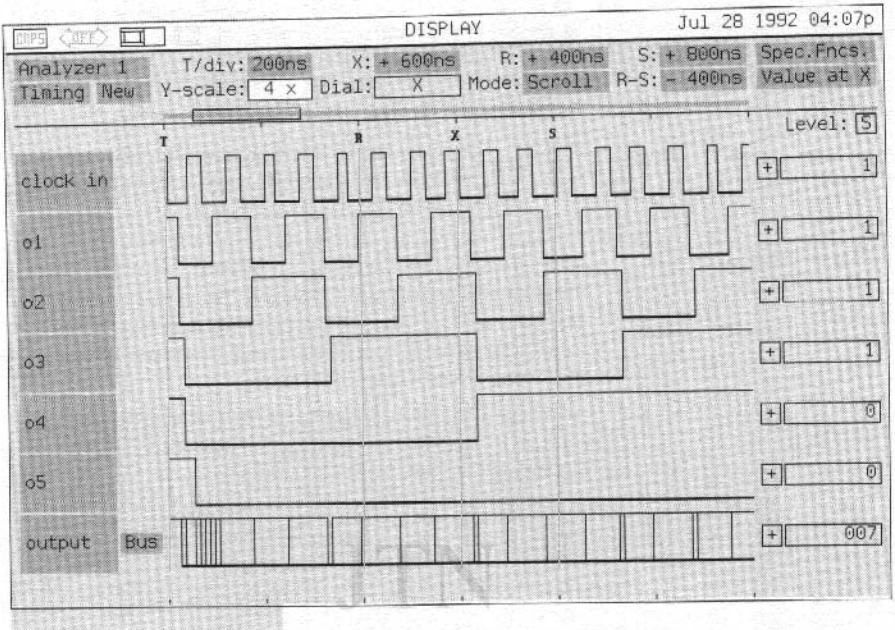
To change the X scale directly to a specified value, proceed as follows. Highlight the *X-scale* field. You can enter a number here or press *SELECT* to get a popup from which you can choose to set "Samples per division", "Time per division" or "Best". Enter the number that you want each of the 6 divisions across the top of the display to represent, then, for time, the units. Close the popup menu to get the instrument to accept the value.

If you select "Best" from the pop-up the analyzer sets the scale such that 10% of the total measurement is or can be displayed.

Note that changing from S/div to T/div and vice versa changes the display, and sets the current scaling appropriate to the selected axis (sample or time values).

Y-scale

You may change the display height of a waveform. You do this by highlighting the *Y-scale* field in the display definition area. Then press a number 1 through 9 to select the vertical scaling required. Alternatively, you can press *SELECT* to get a list of scaling factors from which you can select the one required.



Bus Data

If more than one channel is connected to a label, by default, all signals of that label are shown together on the waveform display. The resulting waveform is the overlay of each of the separate signals of the label. The figure above shows the effect. (Label "output").

The values field at the far right of the screen shows the hexadecimal value of the label at a specified cursor position (here it is "00d" under the X cursor). See "Label Values" on page 6-28 for more information.

Individual bus signals

Instead of showing the whole bus, you can show just one signal. To do this, highlight the bus field, and either press *SELECT* or the +/- key to toggle through the signals of the bus, or use the numeric keys to enter the number of the channel you want to display. The *B* key selects all chan-

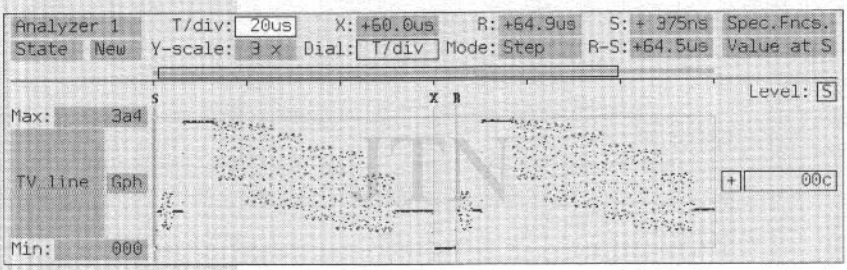
nels (Bus). The number of the channel selected, or "Bus" is shown in the field at the right of the label.

To show more than one signal from the bus separately, go to the bus label and press *INSERT* repeatedly.

Note: The channels of a bus label have index 0 through *n*, with 0 being the "right-most" channel assigned, and *n* the "left-most" assigned.

Graphic display of bus data

The bus may also be shown in graphic form. The graphic form can be selected by pressing the *G* key while on the bus field or by toggling through the options on the bus field until the graphic form is shown. This expands the bus label to three lines as shown below.



Note the difference in Y-scale

This example shows one of the ways that the graph mode can be used. The example shows two successive lines of an undecoded pay television system.

The top and bottom lines of the label ("Max:" and "Min:") indicate the hexadecimal value of the maximum and minimum value displayed. The first time the signal is displayed, these are set to the largest and smallest values of the signal found in the total measurement.

The "Max:" and "Min:" values can be adjusted individually. Press *SELECT* on either field to get a popup from which you can select the appropriate maximum or minimum.

You can set the maximum and minimum value to the maximum or minimum value of the signal found in the total measurement. Short-cut key M.

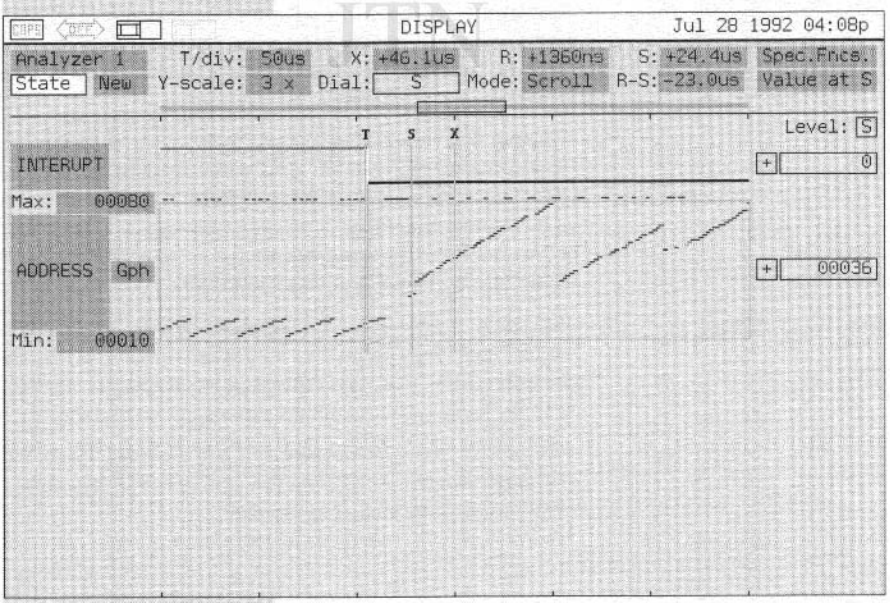
By pressing *R* or selecting R-S from the popup, this sets the minimum or maximum value to that which the bus takes over the samples between the R and S cursor positions.

Similarly by pressing *S* or selecting Screen from the popup, you can set the minimum or maximum to that which the bus takes over the samples currently visible on the screen.

You can also type in a value (or select Value from the popup, then type in the value).

Values of the bus that have the same value as the border value are shown on the border line. Those values which lie outside the border values are shown just outside the borders.

The following screen shows another application of the bus graph mode. This screen shows the execution of a program loop, an interrupt and the operation of the interrupt. The R (=T) and S cursors show the interrupt service delay time.



The graph mode can for example also be used to check the proper functioning of an analog-to-digital converter

(ADC). Displaying the output signals of the ADC in graph mode will show the analog waveform that was converted by the ADC on the analyzer display.

Waveform Data Representation

If *no data* was captured for a label present in the label area of the waveform display (*e.g.,* because it has no channels assigned), then a *blank line* is shown in the display area. If a label has more than one channel assigned and some of these channels had no data captured for them, then the bus display for the label is built from the channels for which data was captured.

Label Values

The values column on the right-hand side of the timing display shows the polarity set on the Format menu and the value of the label. The value is displayed in hexadecimal format.

If a label has *no channel* assigned, the value field for that label remains *blank*. If *no data* was captured for a label which has a channel assigned, then a *"?"* is shown in the value field for that label. If no data was captured for some of the channels of a bus label, then a "?" is shown for each nibble in which such a channel appears.

Displayed Value

The value is shown for the position defined by the *Displayed value* field above the values column in the display definition area. This field can be set to a specific position X, R, S, T to always reflect the values under that cursor.

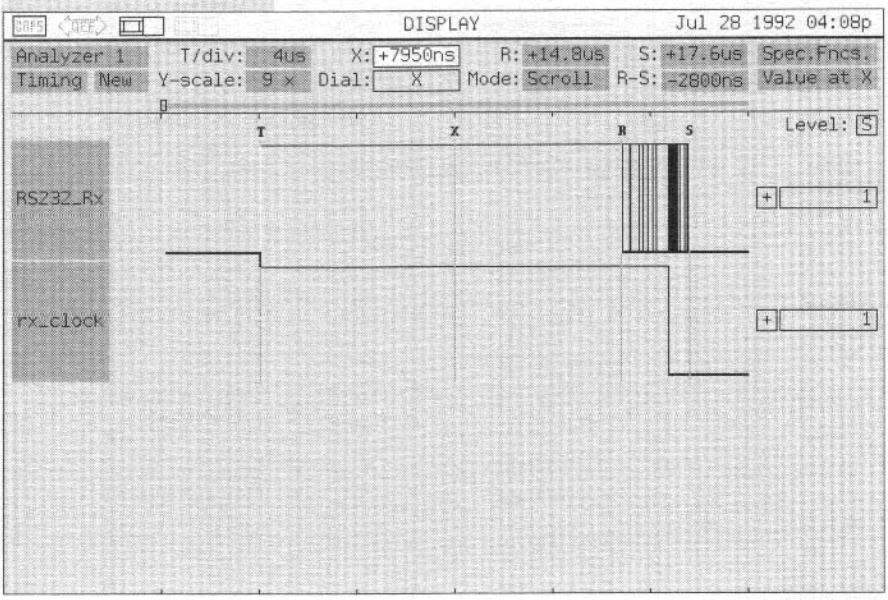
Alternatively, the field can be set to automatically follow the dial assignment, *i.e.,* display the values under the cursor which is currently locked to the dial.

Accumulate Mode

You can enable waveform "accumulate mode" in the *Display Special Functions* menu (see page 6-8). If you set "Accumulate: On" then the waveforms displayed on the screen are not refreshed each time a new data set is acquired. The new data then overlays the currently displayed data since accumulate mode was enabled.

You can typically use this to examine the stability of a set of timing signals. An unstable baudrate on a serial communication link can cause parity errors. Incoming bits (RS232-Rx) are sometimes missed by the internal receiver clock. The instability rate can be traced over a period of time (R-S cursors). See example screen below.

Note that this is purely a bit-map function. The previously acquired data is not stored. So although you can at all times scroll the data on the screen, the data scrolling onto the screen will only be from the current acquisition, and will not be accumulated. If the picture is zoomed (changing T/div or S/div) or if you switch to another display, the accumulated information is removed.

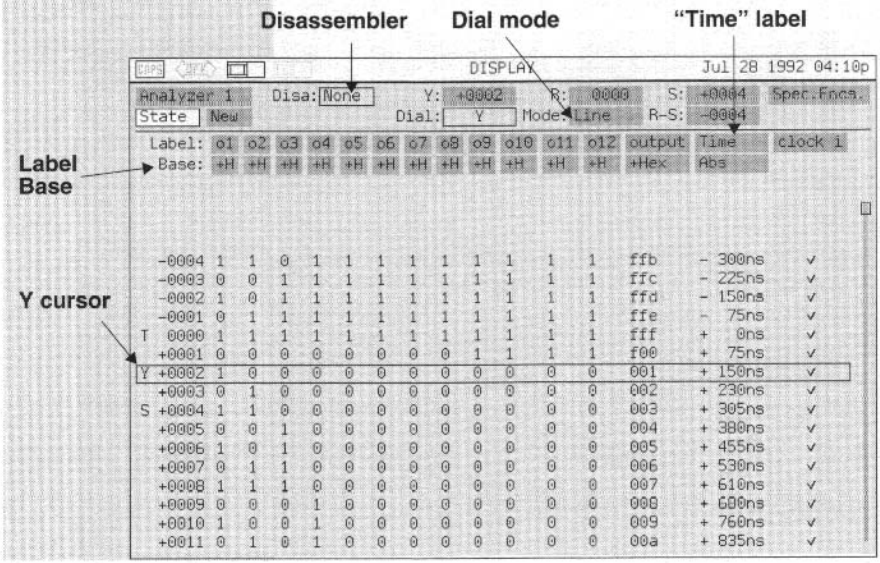


List Displays

On list displays, a list is shown of the data captured by the Logic Analyzer. An example of a state list display is shown below.

In the section "Display Concepts" beginning on page 6-2, we have already described how you view parts of the measurement data, perform measurements, select labels, etc. This section concerns only those items that are specific to list displays:

- Dial movement (Dial mode).
- The find function.
- "Time" label.
- "Level" label.
- Label base.
- Disassembly.



Dial Movement (Dial Mode)

If the Dial Field shows *Y*, then turning the dial causes the list items to move. The amount moved depends on what is set in the Mode field and whether the highlight is on a label field (at the top of the list) or in the display definition area (at the top of the screen). The mode field also applies when moving the R and S cursors. For Y, the cursor remains in the center of the display and the *list items* move opposite to the direction the dial is turned. For R and S cursors, the *cursors* move in the direction the dial is turned. Note that when the new position of the R or S cursor lies outside the currently visible part of the measurement data, the data is scrolled and the cursor remains visible.

The available mode settings are:

Line Moves one line per "click". Clockwise is cursor down, anti-clockwise is cursor up.

Page Moves one display page (the length of the data display) per "click".

Level Moves the cursor to the next (previous) sequence level transition.

Find Moves the cursor to the next (or previous) occurrence of the selected word (see "The Find Function" on page 6-32).

Different Only when Data Source field is *Compare*. Moves the cursor from one difference between new and reference data to the next in the direction the dial is turned. If a label field is highlighted, then the dial moves the cursor from difference to difference in that label only. If any other field is highlighted, the dial moves the cursor to the next (or previous) difference in any label displayed.

Equal Only when Data Source field is *Compare*. Moves the cursor from one equality of new and

reference data to the next in the direction the dial is turned. If a label field is highlighted, then the dial moves the cursor from equality to equality in that label only. If any other field is highlighted, the dial moves the cursor to the next equality in all labels displayed.

List Data Representation

If *no data* was captured for a label present in the label area of the list display (*e.g.*, because it had no channels assigned during the acquisition), then a *blank column* is shown in the display area.

If a label has more than one channel assigned and *some* of these channels had *no data* captured for them, then the column for the label shows a *"?"* for those positions corresponding to the "not captured" channels.

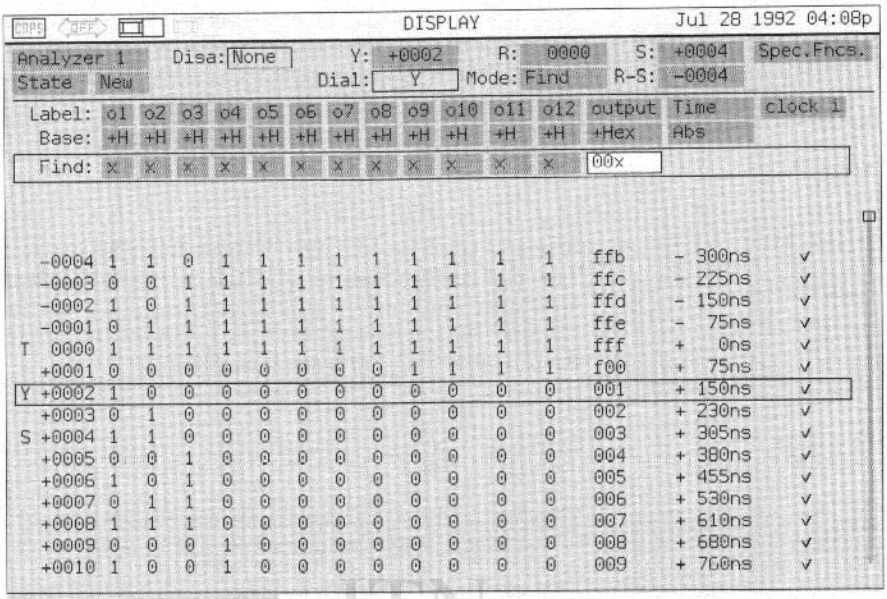
For binary base labels, these positions are per bit. For octal, hexadecimal and ascii base labels, a "?" is shown for each digit/character in which such a channel appears. For decimal labels, the full width of the column is filled with question marks.

The Find Function

The find function is initialized by selecting "Find" in the *Dial Mode* field. This causes an extra row containing the *Find* fields to appear below the label base row. By default, the values to be found are set to "don't care", *i.e.*, x's. These values also match "?" values as described above.

You can change the find values, per label, to those you want to search for. When the label base is binary, octal, hexadecimal, symbolic, you can specify parts of the search word to be x (as for trigger words on the Trace menu).

If a label field is highlighted, then the dial moves the cursor from matching value to matching value on that label only. If a field in the display definition area (e.g. the Y-position field) is highlighted, the dial moves the cursor to the next



combined match of all labels of the find row visible on the display.

A find operation can be stopped by pressing any key. A popup menu will then appear asking you whether you want the searching to be stopped or continued.

"Time" Label

A special label, called "Time", is available in list displays. In this column, the time instant at which the sample was captured is shown. This time instant may be shown relative to the previous sample (Base: Rel) or absolute with respect to T_0 (Base: Abs).

Notes:

1. If the samples displayed on a line originate from different clocks (due to the specification of "display on same line as" in the *"Label attributes"* menu) then the time value shown is that of the "first clock". That is, of the clock specified in the *display on same line as* field. (Compare Chapter 4, "State Clocks": "Display on Same Line as").

2. The "Time" label can be operated on as a normal data label. Thus it can be deleted, added, changed, etc. as described in "Selecting Labels for Display" beginning on page 6-17).

"Level" Label

A special label, called "Level" is available in list displays. This label can be added as described in "Selecting Labels for Display" beginning on page 6-17. The values shown for this label tell you at which level the sequencer was when the data shown on that line was captured.

Label Base

The *Base* field below a label shows in which base the data for the label is displayed, and allows it to be changed.

Data labels may be shown in binary, octal, decimal, hexadecimal, ascii or symbolic. Time labels are shown as Abs (Absolute time from T_0) or Rel (Relative time from the previous sample).

The base (including the polarity) is shown as two characters when the associated pattern definition (below) is two or less characters wide, and as four characters otherwise. The character used is the first character of the base name (B, O, D, H, A or S).

The + or – character reflects the polarity of the signal set on the Format menu. It is for information only and cannot be changed here.

For Clocks either a tick (✓) or nothing is displayed. A tick indicates that the samples on that line were captured by that clock.

Note: You cannot split bus labels into separate channels on the state display, but by selecting "binary" as the label base, you can see all channel values separately.

Disassembly

If a disassembler is loaded, the *Disa* field in the display definition area of the state list can be toggled to switch disassembly "On" or "Off". Furthermore, a *Disassembler parameters* field is added to the display definition area of the state list display. Using this field, a popup menu can be selected on which different disassembler parameters can be set. The parameters control which state samples are shown, and control the disassembly process.

See "Disassembler Parameters Menu" in the *PM 3580/PM 3585 Reference Guide* for more detailed information on disassembler parameters. See Chapter 7, "Disassemblers" for general information on disassemblers, and the appropriate microprocessor support documentation (supplied separately as an appendix of this manual) for specific information.

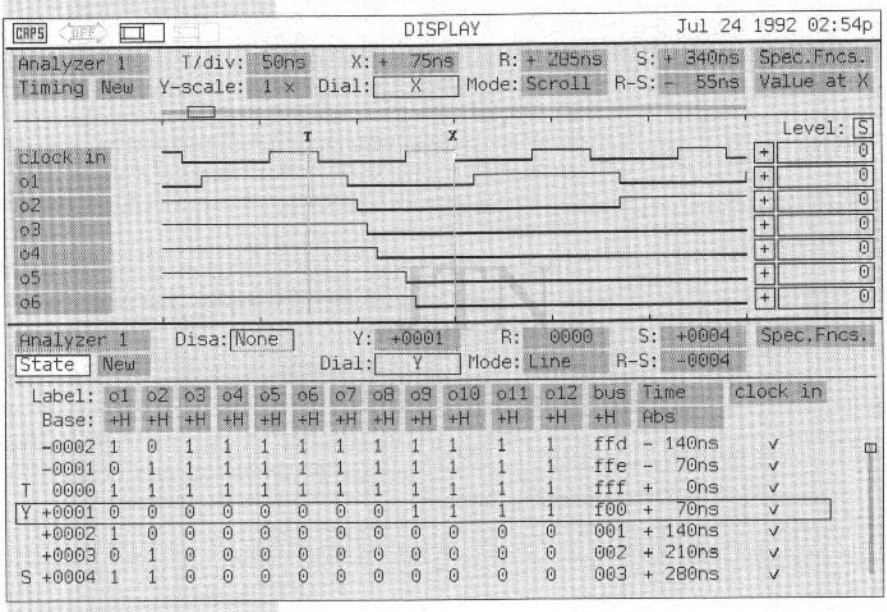
If disassembly is "On", a special label, "Processor instructions", is added to the state list display. The results of the disassembly are shown in this column.

Note that, if no disassembler is loaded, the *Disa* field shows "None" and is not selectable.

Disassembly is only available on state list displays. The *Disa* field does not appear in the header area of any other display.

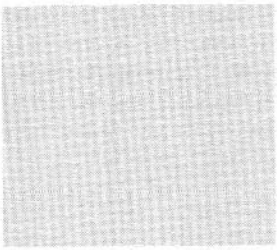
Split Screen

You can split the screen horizontally into two equally-sized windows. In each of these two windows you can display any data you want. For example, state list data in one, and timing waveform data in the other, or timing waveforms in both windows, with one showing the beginning of a measurement, and the other showing the end of the same measurement.



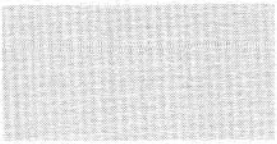
Creating a Split Screen

To create a split screen go to the *Analyzer Name* field or *Data Type* (State/Timing) field and press the *INSERT* key. This causes the lower part of the display to be replaced by a second window containing alternative data (as shown above).



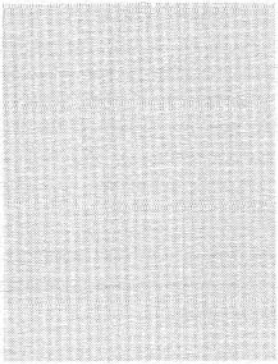
The first time a split screen is created, the data shown is determined by what type of data has been acquired, and the settings of the *Data stored* field on the Trace menu. New data will be shown, either of a different type (state or timing), or from the other analyzer, or of a different form (list or waveform). The next time a split screen is created the data type and form that was most recently "hidden" will again be displayed.

Deleting a Window



To delete a window of a split screen, go to the analyzer name field shown in that window and press the *DELETE* key. The complete screen is now again available for the remaining window.

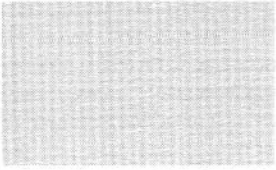
Active Window



Only one window can be active at the same time (*i.e.,* the dial operates only on that window, unless Coscrolling is on). The currently active window is that window in which one of the selectable fields is highlighted.

As with all fields, you can use first letter select to position the cursors in the data. If you type, respectively, R or S on the R or S cursor fields the cursor value from the other window is set. Similarly, in the special case when you have two of the same window type (waveform or list), typing X (or Y) on the X (or Y) cursor field sets the corresponding value from the *other* window.

Moving Between Windows



You can move between the two windows by pressing the *DISPLAY* key.

You can also move between the two windows by using the up and down arrow keys as appropriate.

Note that if the upper window contains a timing waveform display, pressing the down arrow key while on the last label displayed will scroll the labels if more labels are still available. Only when on the last available label displayed, will pressing the down arrow key move you to the lower window.

Coscroll

The data shown in the two windows of a split screen may be scrolled together or separately. This is controlled by the *Coscroll* field on the Display Special Functions popup menu. This menu is popped up by pressing *SELECT* on the *Special Functions* field ("Spec. Fncs.") which is present in the display definition area.

When coscroll is on, movement of an X or Y cursor in one display causes a corresponding movement of the X or Y cursor of the other display.

When you switch coscroll on, the analyzer asks you whether you want the X and Y cursors to be set to the same position (i.e., to the position of the cursor in the window where you selected *Special Functions*). If you answer "Yes", the cursors will be aligned and the cursor of the inactive window is set to the cursor value of the active window. Otherwise, the initial offset between the cursors remains constant during coscroll.

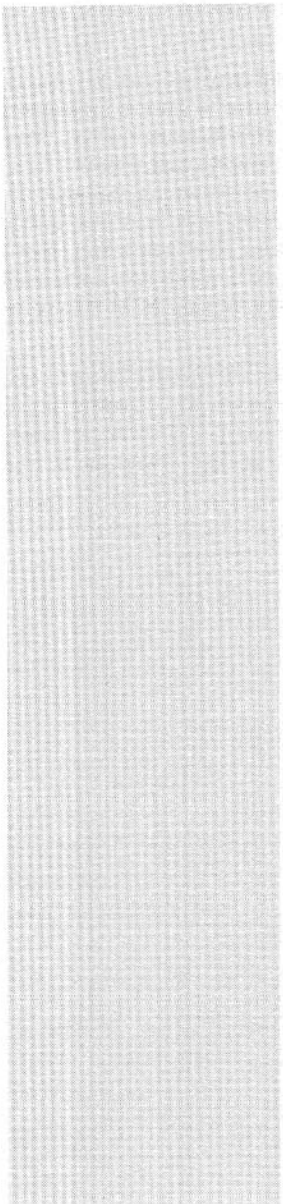
In the *Display Special Functions* menu, you can additionally specify (with the *Coscroll* field) whether coscrolling is to be on the basis of "Times" or "Samples".

When "Times" is specified the data in both windows will scroll by the same time increment dialled in the active window (list displays will only actually move at the corresponding time-stamp values). This case typically applies when simultaneously acquired state and timing data are to be correlated. A more complex example would be synchronized scrolling of data acquired from a two-processor (or processor-bus) measurement using both analyzers. Then the activity on one processor could al-

ways be correlated with the corresponding activity on the other.

Coscrolling on the basis of "Samples" causes the data in the two windows to scroll by the same sample increments dialled in the active window. This typically applies when two acquired occurrences of a routine (separated in time) are to be correlated. You might be examining these two occurrences to see if the program flow was the same. Alternatively, you could compare ("New") data with ("Ref") data captured at a different speed. For example if you want to test your circuit using a faster version of the microprocessor.

Although coscrolling on samples will typically be used with two state windows, it can also be used to compare timing patterns. For example, to see if an RS-232 serial bit stream contains the same information at 38.4 kbaud as at 19.2 kbaud.



Chapter 7
Disassemblers

Disassembly

When you work on "simple" clock-driven digital circuitry, timing and state information usually are enough to let you understand what is going on.

However, if you are testing a microprocessor-controlled board, the task is more difficult.

In addition to observing the signals, you must also understand and trace the program executed by the microprocessor. This means that you must translate the state data information into a more understandable form, especially for the software engineer.

Disassembly is a tool that can be used to translate the numbers of the state list back into a list of assembly instructions.

Disassembler Packages

With the PM 3580/PM 3585 you can order several disassembler packages, each consisting of a special microprocessor adapter and a floppy disk containing the appropriate disassembler software.

Microprocessor Adapters

The microprocessor adapters have been designed such that a minimum number of pods is required, thus leaving a maximum number of pods on the analyzer available for measuring other signals.

Furthermore, these adapters, whenever possible, have been designed such that the microprocessor timing data can also be captured using them ("passive adapters"). Combined with the Dual Analysis Per Pin architecture of the PM 3580/PM 3585, this allows you to capture both state and timing data of the processor simultaneously using the adapter.

For a general overview of microprocessor adapters, please refer to Chapter 8, "Probing" in this manual. The number of microprocessors supported is continuously

growing. You can obtain an up-to-date list of all microprocessors supported from your local Fluke/Philips sales representative.

Loading a Disassembler

Loading a disassembler into your logic analyzer is simple and straightforward.

Put the floppy disk with the appropriate disassembler in the floppy disk drive. (Disassembler files have names with the extension ".DIS".) Go to the Configuration menu and press *SELECT* on the field called "Option". A list appears on the screen showing all the disassemblers available on the floppy disk. Highlight the disassembler you want to be loaded and press *SELECT*.

The disassembler software and the associated setup are then loaded.

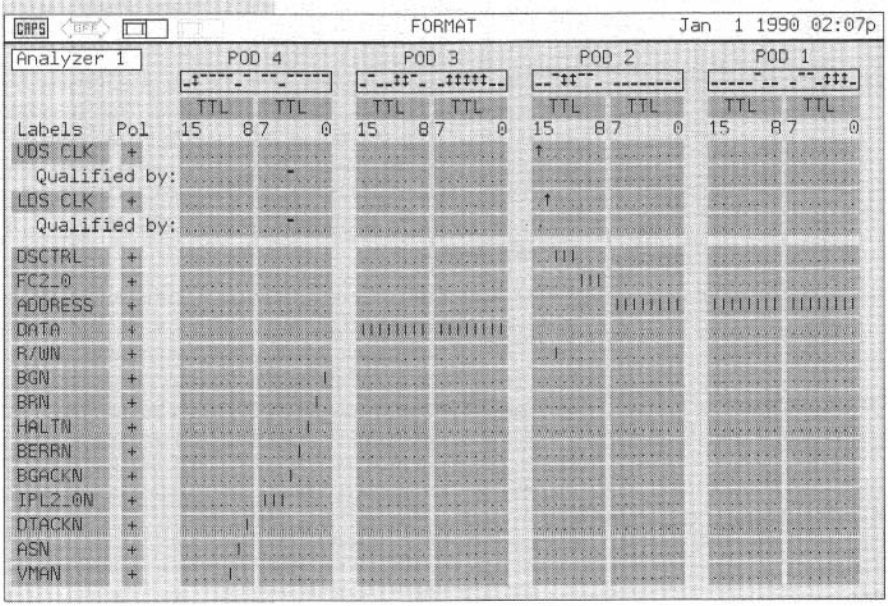
Disassembler Setup

After the disassembler has been loaded, it automatically configures the Logic Analyzer as required. That is, pods* are assigned if necessary, all label and clock assignments (including attributes) are made in the Format menu, and the Display menu is updated. As an example the Format menu as set up by the 68000 disassembler is shown on the next page.

As the disassembler is being loaded, it is checked whether sufficient resources (*e.g.*, pods, labels and clocks) are free. Furthermore, if you already had assigned clocks, labels or both to channels in the Format menu, you are asked whether these assignments should be deleted or left intact. If the number of the resulting free resources is sufficient, the disassembler is loaded. If not, you are notified, and the disassembler is not loaded, except as noted below.

* The disassembler does not require the pods assigned to the analyzer to be adjacent.

Note: The disassembler setup files contain settings for all microprocessor signals, including those which are not necessary for disassembly. If only sufficient resources are available for those signals required by the disassembler, the disassembler is still loaded. Setups for the other microprocessor signals will not then be loaded.



Instruction Representation

Instruction Mnemonics

Instruction mnemonics are displayed in capitals according to the specification of the processor's manufacturer. The mnemonics are shown with a suffix indicating the operand size. For these suffixes the following notation is used:

".B"	:	Byte
".W"	:	Word
".D" or ".L"	:	Double-Word or Long-Word

Note: For 8-bit microprocessors these suffixes are not necessary, so are not shown.

Operand Field

In the operand field of an instruction, the operands are displayed in the same order as specified by the manufacturer.

Operand Values

The operand values are shown according to the following rules:

Signed operand parts: shown as decimal numbers with sign.

Unsigned operand parts: shown as hexadecimal numbers.

Immediate operands: are preceded by the "#" symbol.

Absolute long pointer addresses: are preceded by the "@" symbol.

Target Addresses

Target addresses for both conditional and unconditional program transfers (jumps, branches etc.) are calculated whenever possible. Addresses calculated by the disassembler are then shown as hexadecimal numbers enclosed in braces ("{" and "}"), and concatenated to the operand field.

Bus Transfers and Disassembler Status

For bus transfers additional strings indicate the type of bus transfer. The following strings are used:

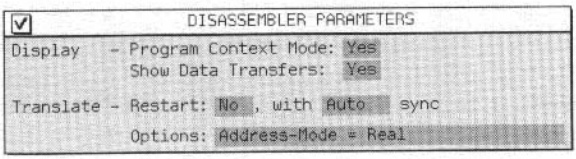
mr	Memory read.
mw	Memory write.
ior	I/O read.
iow	I/O write.
(unrel.)	Unrelated; shown in combination with mr, mw, ior or iow. Indicates that no corresponding instruction was found for this transfer.
opc	Opcode fetch.
unused opc	Fetch of unused opcode.
not disa	Sample captured with a state clock which is not defined for the current disassembler.
corrupted state	Used for bus transfers that, in order to represent a complete state, need one or more extra samples which, however, are not available.
***	Disassembler lost synchronization status.
Specific	Different strings indicating special actions. Examples of these kind of strings are: "int.ack", "RESET", "BUS ERROR", "Vector read", etc..

Disassembler Parameters

After a disassembler has been loaded, an extra field, *Parameters*, becomes visible in the state list display.

Pressing *SELECT* on this field shows a popup menu on which different disassembler parameters can be set, which further control the disassembly process.

A disassembler parameter popup menu is shown below.



The *Options* field is only present on this popup menu for those disassemblers which have additional options. Additional options may be microprocessor modes, symbolic address information, etc.. This field is described, when appropriate, in the microprocessor support package documentation (appendices to this manual).

The fields on the Disassembler Parameters menu are grouped in two sections:

Display This controls which state samples are shown.

Translate This controls the disassembly process.

Display Options

The display options fields together determine which disassembled instructions are displayed.

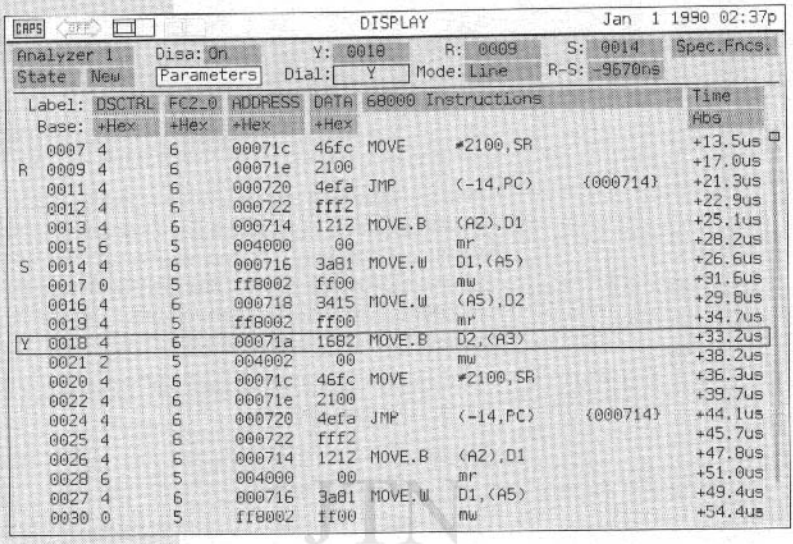
Program Context Mode

The *Program Context Mode* field determines if the instructions are shown in raw mode or analyzed by the disassembler and displayed in context. If program context mode is chosen, the disassembler filters out irrelevant instructions and arranges instructions in the order they were executed.

Irrelevant instructions are those near program transfers (e.g., jumps or branches) or program exceptions, fetched but not executed, and those related to state samples captured with external clocks not defined by the disassembler.

The two Display menus on the next page show the output of the Disassembler with the *Program Context Mode* respectively on ("Yes") and off ("No").

Program Context Mode: Yes

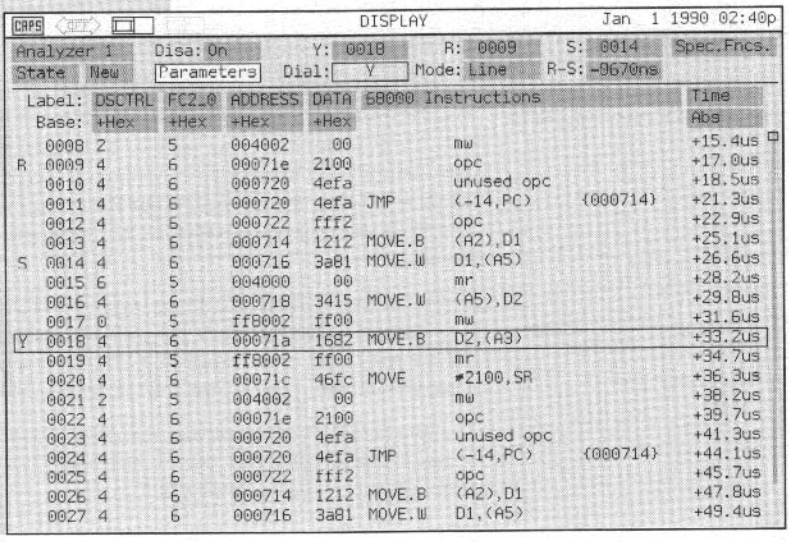


DISPLAY Jan 1 1990 02:37p

Analyzer 1 Disa: On Y: 0018 R: 0009 S: 0014 Spec.Fncs.
State New Parameters Dial: Y Mode: Line R-S: -9670ns

	Label:	DSCTRL	FC2_0	ADDRESS	DATA	68000 Instructions			Time
	Base:	+Hex	+Hex	+Hex	+Hex				Abs
	0007	4	6	00071c	46fc	MOVE	#2100,SR		+13.5us
R	0009	4	6	00071e	2100				+17.0us
	0011	4	6	000720	4efa	JMP	(-14,PC)	(000714)	+21.3us
	0012	4	6	000722	fff2				+22.9us
	0013	4	6	000714	1212	MOVE.B	(A2),D1		+25.1us
	0015	6	5	004000	00		mr		+28.2us
S	0014	4	6	000716	3a81	MOVE.W	D1,(A5)		+26.6us
	0017	0	5	ff8002	ff00		mw		+31.6us
	0016	4	6	000718	3415	MOVE.W	(A5),D2		+29.8us
	0019	4	5	ff8002	ff00		mr		+34.7us
Y	0018	4	6	00071a	1682	MOVE.B	D2,(A3)		+33.2us
	0021	2	5	004002	00		mw		+38.2us
	0020	4	6	00071c	46fc	MOVE	#2100,SR		+36.3us
	0022	4	6	00071e	2100				+39.7us
	0024	4	6	000720	4efa	JMP	(-14,PC)	(000714)	+44.1us
	0025	4	6	000722	fff2				+45.7us
	0026	4	6	000714	1212	MOVE.B	(A2),D1		+47.8us
	0028	6	5	004000	00		mr		+51.0us
	0027	4	6	000716	3a81	MOVE.W	D1,(A5)		+49.4us
	0030	0	5	ff8002	ff00		mw		+54.4us

Program Context Mode: No



DISPLAY Jan 1 1990 02:40p

Analyzer 1 Disa: On Y: 0018 R: 0009 S: 0014 Spec.Fncs.
State New Parameters Dial: Y Mode: Line R-S: -9670ns

	Label:	DSCTRL	FC2_0	ADDRESS	DATA	68000 Instructions			Time
	Base:	+Hex	+Hex	+Hex	+Hex				Abs
	0008	2	5	004002	00		mw		+15.4us
R	0009	4	6	00071e	2100		opc		+17.0us
	0010	4	6	000720	4efa		unused opc		+18.5us
	0011	4	6	000720	4efa	JMP	(-14,PC)	(000714)	+21.3us
	0012	4	6	000722	fff2		opc		+22.9us
	0013	4	6	000714	1212	MOVE.B	(A2),D1		+25.1us
S	0014	4	6	000716	3a81	MOVE.W	D1,(A5)		+26.6us
	0015	6	5	004000	00		mr		+28.2us
	0016	4	6	000718	3415	MOVE.W	(A5),D2		+29.8us
	0017	0	5	ff8002	ff00		mw		+31.6us
Y	0018	4	6	00071a	1682	MOVE.B	D2,(A3)		+33.2us
	0019	4	5	ff8002	ff00		mr		+34.7us
	0020	4	6	00071c	46fc	MOVE	#2100,SR		+36.3us
	0021	2	5	004002	00		mw		+38.2us
	0022	4	6	00071e	2100		opc		+39.7us
	0023	4	6	000720	4efa		unused opc		+41.3us
	0024	4	6	000720	4efa	JMP	(-14,PC)	(000714)	+44.1us
	0025	4	6	000722	fff2		opc		+45.7us
	0026	4	6	000714	1212	MOVE.B	(A2),D1		+47.8us
	0027	4	6	000716	3a81	MOVE.W	D1,(A5)		+49.4us

Show Data Transfers

The second field, *Show Data Transfers*, determines if the disassembler should filter out state samples representing memory or I/O activity. If these are displayed, and the microprocessor has a pipeline architecture, in Program Context Mode these samples are shown immediately following the instructions that caused them. The upper figure on the next page illustrates this also. Specifically look at the order of the sample numbers and the location of the data transfer samples shown (mr and mw).

Translation Options

The fields relating to translation are *Restart* and *Synchronization*.

Restart

Restart determines whether a new translation (disassembly) should be performed on the current measurement as soon as the disassembler parameters menu is closed.

Synchronization

The *Synchronization* field, and the other fields that may subsequently appear on that line, determine how the disassembler searches for proper instruction starting points.

Automatic Synchronization

For automatic synchronization, the disassembler starts at the earliest point in memory, and keeps correcting itself until a properly synchronized disassembly is achieved.

Manual Synchronization

For a manually synchronized disassembly, the disassembler starts at the instruction you set the Y cursor to.

You can define where on the bus the disassembler takes the starting point for disassembly using the *At Y* fields. This, however, only applies to microprocessors whose instructions can start at an address that is not a multiple of the data bus width. Each of the Xs in the *At Y* fields represents a nibble (4 bits). The number of Xs shown in each field depends on the minimum size the microprocessor uses to fetch opcodes. You toggle the field which is to be the starting point to show Xs. The other fields remain, or become, blank.

Activating/ Deactivating the Disassembler

After a disassembler has been loaded, disassembly can be switched on and off using the field called *Disa* in the state data display menu.

When disassembly is "On", the state display shows the program flow stored in the acquisition memory. When disassembly is "Off", the normal state data is shown.

Note that, if no disassembler has been loaded, the *Disa* field shows "None" and is not selectable.

Chapter 8

Probing

The Pod System

The link between the logic analyzer and the system under test is formed by the pod system which consists of two parts:

- the pod cable,
- the front end.

The pod system is a passive probing system, and therefore lightweight and easy to handle. The pod cable and front end together with the internal logic of the analyzer form a balanced system.

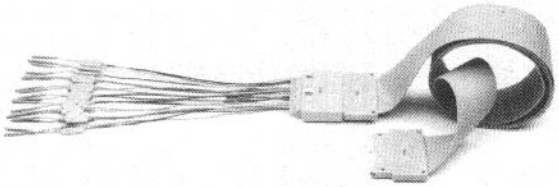
Front Ends

Different types of front ends may be distinguished:

- Standard front end
- Microprocessor adapters
- RC connectors

Standard front ends and pod cables are supplied with your instrument. Microprocessor adapters and RC connectors can be ordered as separate options.

The photograph below shows the pod cable with the standard front end attached.



CAUTION

All front ends described contain RC compensating networks, using the pod cables without RC compensating networks can damage your instrument.

CAUTION

Signal ground is connected to the Analyzer's chassis ground.

Probe Impedance

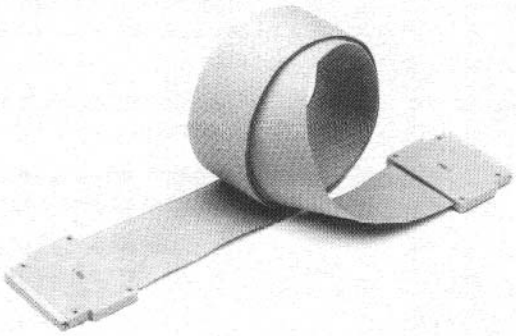
The probe impedance of the pod system depends on the type of front end used. Typical values for the probe impedance are:

Standard front end:	200 kΩ/7 pF
Microprocessor adapters:	200 kΩ/15 pF
RC connectors:	200 kΩ/7 pF (excluding traces on PCB.)

Pod Cable

The pod cable is a specially-designed cable. It carries sixteen signals in parallel plus two power lines (+5V, -5V) at each side of the cable (see chapter 9, "User Hardware Specification": "Pod Cable Connector"). The cable is fully symmetrical.

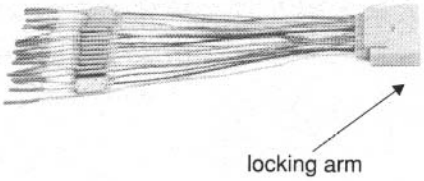
The connector housing has a location in which the pod number stickers supplied with your instrument fit.



The best orientation for these stickers is with the bottom of the text closest to the cable (see photograph).

Standard Front End

The standard front end supplied with your instrument consists of a plug with detachable leads.



The plug contains locations at each side where you can attach pod number stickers for easy identification. The best orientation for these stickers is with the bottom of the text closest to the cable (see photograph).

Detachable Leads

Sixteen color-coded signal leads are available per standard front end, together with two short and two long ground leads.

To detach a lead from the plug, simply slide the tip of your finger under the locking arm of the lead, and push the lead out. When inserting a lead, push it until the arm locks in position.

Signal Leads

The colors of the signal leads match the color-coded sticker on the plug.

The signal leads are twisted pair type wires. One wire is connected to ground on the plug end.

The signal leads further contain an RC compensation network located near the end of the leads.

Ground Leads

The plug has four possible positions for ground leads: two in the middle and one at each side. These positions are marked by the symbol ⊥ on the color-coded sticker.

When you measure signals using the detachable leads, you have to connect one ground lead to a ground signal on your system under test for proper signal fidelity. For lower

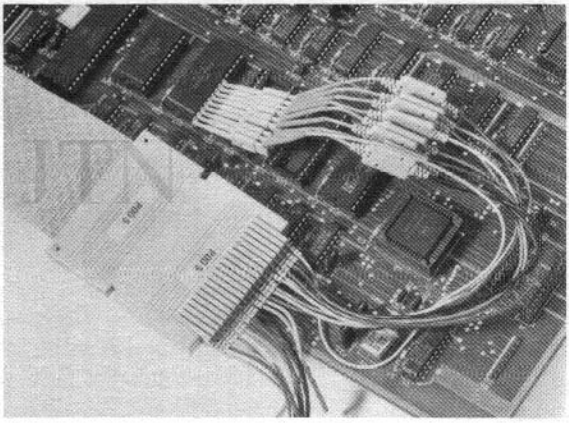
frequencies, a long ground lead can be used. For higher frequencies, however, you must use a short ground lead.

Keying Mechanism

The signal leads will not fit in the ground lead positions on the plug due to the built-in keying mechanism. The same keying mechanism prevents you from connecting leads to the +5V, -5V power lines on the cable.

Connecting Leads to Signals

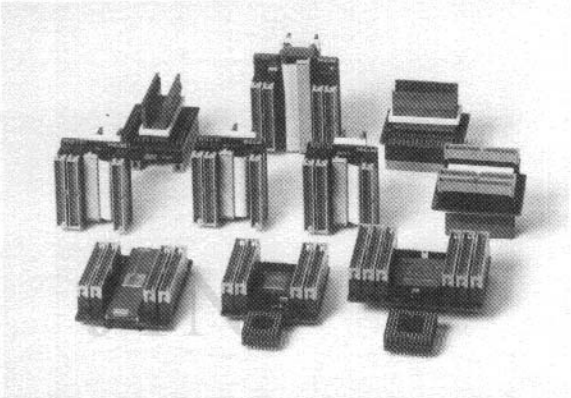
The leads can be connected to the signals you want to measure by means of the gray grabbers or red mini-clips supplied with your instrument.



You can also directly connect a lead to a wire wrap pin on your board or to the pins of a measuring clip.

Microprocessor Adapters

To measure microprocessor signals you can use special microprocessor adapters. These adapters provide a convenient connection to all the signals of the specific microprocessor. The photograph below shows a number of different types of adapters.

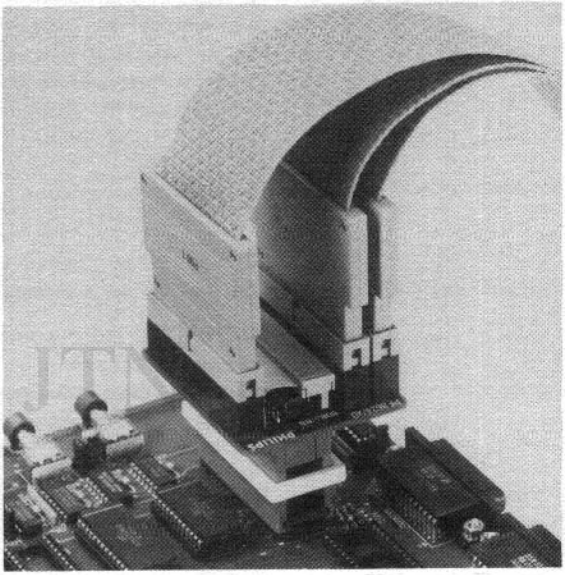


The number of microprocessors supported is continuously growing. You can obtain an up-to-date list of all microprocessors supported from your local Fluke/Philips sales representative.

The microprocessor adapters have been designed such that a minimum number of pods is required, thus leaving a maximum number of pods on the analyzer available for measuring other signals.

RC Connectors

The adapters contain special RC connectors to which the pod cables can be directly connected. The RC connectors contain the same RC compensation networks as the signal leads of the standard front end.



Adapter Types

Microprocessor adapters are available for DIP, PLCC, PGA and QFP packages.

DIP

For the *DIP* packages, either a clip version (clip onto the chip), a socket version (insert between the microprocessor chip and its socket) or both are available. For the socket version extension sockets are separately available.

PGA and PLCC

PGA and *PLCC* versions are socket type. For these adapters, extension sockets are separately available.

QFP

For *QFP* packages clip versions are available.

Passive Adapters

The microprocessor adapters, whenever possible, have been designed such that both microprocessor state and timing data can be captured using them ("passive adapters"). Combined with the Dual Analysis Per Pin architecture of the PM 3580/PM 3585, this allows you to capture both state and timing data of the processor simultaneously using the adapter.

Active Adapters

For those microprocessors where it is impossible for a passive adapter to capture all state data required for disassembly, a special "active" adapter is available. For these microprocessors also, passive adapters are available, intended for timing measurements.

Disassembler and Setting Files

Microprocessor adapters can be ordered in combination with disassemblers or separately.

In either case, the data to automatically configure the logic analyzer as required, *i.e.*, assigning pods as necessary, assigning labels and clocks (and their attributes) in the Format menu and proper display setup is provided with the adapter.

Disassembler file (.DIS)

If ordered in combination with a disassembler, this setup comes as an integral part of the disassembler. The disassembler can be loaded by using the *Option* field on the Configuration menu. See chapter 7, "Disassemblers" for more information.

Setting file (.SET)

If a microprocessor adapter is ordered without a disassembler, a floppy disk containing a setting file is provided with the adapter. This file can be loaded using the "Load" command available in the I/O menu of the analyzer. The filename extension of a Setting file is ".SET".

RC Connectors

You can also incorporate the RC connectors as used on the microprocessor adapters in your own designs. You then mount the RC connectors directly on your boards.

The connectors, of course, require some board space. However, it is the most convenient way to probe your signals, since this solution creates the minimum adaption height and the most firm connection. The Logic Target, as described in the *Getting Started Guide* is one example of this type of probing.

The RC connectors can be separately purchased from your local Fluke/Philips sales representative, and come in sets of ten connectors (order number: PF 8603/20). These connectors are the same as the RC connectors used in the microprocessor adapters.

Chapter 9

User Hardware Specifications

This chapter describes the floppy disk drive specification and the specifications of the connectors on the back of the Logic Analyzer. For information on other hardware see the *Service Manual*.

Floppy Disk Drive

The floppy disk drive uses 3.5 inch IBM PC compatible disks of 1.44 MB or 720 KB:

1.44 MB disks:

80 tracks

18 sectors per track

2 sided.

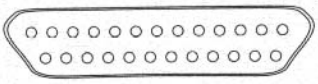
720 KB disks:

80 tracks

9 sectors per track

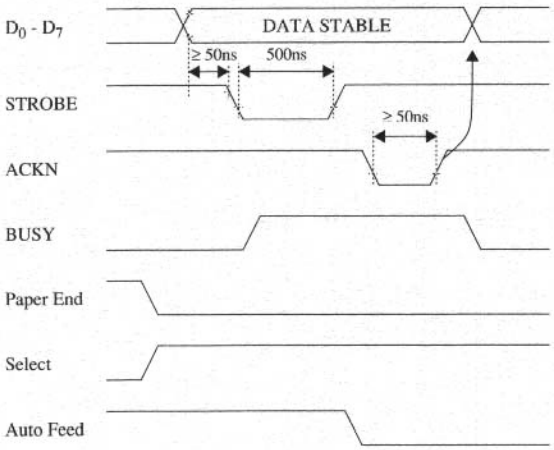
2 sided.

Centronics Connector

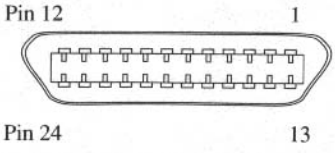


Pin	Signal	Pin	Signal
1	STROBE	10	ACKN
2	D0	11	BUSY
3	D1	12	Paper End
4	D2	13	Select
5	D3	14	Auto Feed
6	D4	15	not connected
7	D5	16	not connected
8	D6	17-25	GND
9	D7		

Timing Centronics Parallel Interface

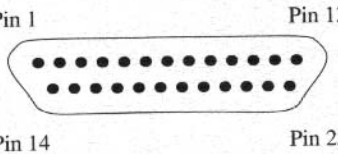


IEEE-488 Connector



Pin	Signal	Pin	Signal
1	DI01	13	DI05
2	DI02	14	DI06
3	DI03	15	DI07
4	DI04	16	DI08
5	EOI	17	REN
6	DAV	18	GND
7	NRFD	19	GND
8	NDAC	20	GND
9	IFC	21	GND
10	SRQ	22	GND
11	ATN	23	GND
12	SHIELD	24	LOGICGND

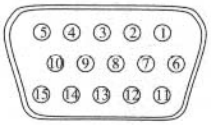
RS232 Connector



Pin	Signal	Pin	Signal
1	GND	5	CTS
2	TX	6	not connected
3	RX	7	GND
4	RTS	8-25	not connected

RS232-C compatible

Video Connector



Pin	Signal	Pin	Signal
1	PX2	9	not connected
2	video	10	GND
3	PX1	11	SENSE
4	not connected	12	GND
5	GND	13	HSYNC
6	not connected	14	VSYNC
7	GND	15	not connected
8	not connected		

MVGA compatible

Pod System

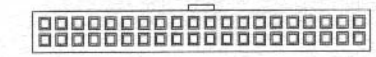
Electrical Data

Characteristic	Value	Unit
Input capacitance[1] (typ)	7	pF
Input resistance[1]	200±1%	kΩ
Output voltage[2] (pin 39)	+5±2%	V
Internal resistance	≤2	Ω
Max. current	150	mA
Output voltage[2] (pin 1)	-5±2%	V
Internal resistance	≤2	Ω
Max. current	150	mA

Note:

1. Connected to Logic Analyzer and standard front end or RC connectors attached.
2. At no load.

Pod Cable Connector



Pin	Signal	Pin	Signal
1	–5 V	21	GND
3	Data channel 0	23	Data channel 8
5	Data channel 1	25	Data channel 9
7	Data channel 2	27	Data channel 10
9	Data channel 3	29	Data channel 11
11	Data channel 4	31	Data channel 12
13	Data channel 5	33	Data channel 13
15	Data channel 6	35	Data channel 14
17	Data channel 7	37	Data channel 15
19	GND	39	+5 V
2,4,6,...38,40	GND		

Chapter 10

File Formats

Introduction

With the PM 3580/PM 3585 logic analyzers four different types of data files have been defined. These file types are:

User configuration file: contains settings for the screen blank time, the date and time format, the printer and for remote control.

Hardcopy file: contains a screen image.

Symbols file: is used to input symbolic definitions for existing data labels into the logic analyzer.

Measurement file: contains all measurement data and associated instrument settings

The first three file types are described in this chapter. The measurement file is described in a separate document file called meas_3_4.man which is present on the utility disk delivered with the instrument.

User Configuration File

The User Configuration file (USER.CFG), when present, is read when the analyzer is powered up, or whenever the system is reset.

The file contains definable settings for printing text or graphics, operation of the screen blanker and the format for setting date and time. Also for remote port selection and the IEEE and RS-232 interfaces settings.

The function of all definable settings is described fully, together with default values, in this section, under the following headings:

- Printer settings
- Screen blanker settings
- Date and time format settings
- Remote port selection
- IEEE interface

- RS-232 interface

The form of such setting is:

<keyword> = <value>

There are different types of settings: boolean, integer, string, modifier and bitpattern. Each setting requires a value of the appropriate type.

Printer Settings

The printer settings define characteristics of the printer.

Each group will be described in the next paragraphs and, for each setting the name, type, description, allowed values (if appropriate), the default (and sometimes an example) are given.

General printer settings

The general printer settings define characteristics of the printer that apply to both printing text and graphics. They are:

pff = <PrinterFormFeed>.

Type: String.

Effect: This string is sent to the printer to advance to the next page.

Default: pff = "\014".

pje = <PrinterJobEnd>.

Type: String.

Effect: This string is sent to the printer each time a print job completes.

Default: pje = "\014\023" (form feed and deselect).

pjs = <PrinterJobStart>.

Type: String.

Effect: This string is sent to the printer each time the user starts a print job (e.g. screen hardcopy).

Default: pjs = "\021" (select printer).

Printing text

These settings define characteristics for printing text. They are:

ptc = <PrinterTextClose>.

Type: String.

Effect: This string is sent to inform the printer that no more textual data is to follow.

Default: ptc = "".

pth = <PrinterTextHeight>.

Type: Integer.

Effect: Defines the height of text, this is the number of text lines on a page.

Values: Integer, value at least 20.

Default: pth = 66.

ptn = <PrinterTextNewline>.

Type: String.

Effect: This string is sent to the printer to advance to the next line of text.

Default: ptn = "\015\012".

pto = <PrinterTextOpen>.

Type: String.

Effect: This string is sent to inform the printer that textual data (ASCII) follows.

Default: pto = "".

ptw = <PrinterTextWidth>.

Type: Integer.

Effect: Defines the width of text, this is the number of characters on a line.

Values: Integer, value at least 20.

Default: ptw = 80.

Printing graphics

These settings define characteristics of the printer for printing graphics. They are:

pbd = <Printer_graphicBitsperDot>.

Type: Integer.

Effect: This value specifies how many bits are needed to represent one graphical dot on the printer.

Values: 1 or 2.

Default: pbd = 1.

Notes: When this value is set to 2, it is wise to set "pcl" to 0, otherwise light grey pixels on the screen will result in white dots on the printer.
This value has to be consistent with "pgb" and "pgf": specifying 7 bit binary data with 2 bits per pixel is an error.

pcl = <PrinterConvertLightgrey_to_white>.

Type: Boolean.

Effect: When true, causes light grey dots on the screen to appear as white on a graphics printout; when false, will cause light grey to be printed as a dither raster.

Default: pcl = 1.

pdm = <Printer_graphicDotModulus>.

Type: Integer.

Effect: This value defines the "modulus" for dots.
When sending graphic dots to the printer, the number of dots will be rounded up to the nearest multiple of this modulus, equal to or higher than the original number of dots.

Note: Some printers will only accept a fixed multiple of graphic dots (e.g., 16, 32, 48 etc.). Defining "pdm = 16" will ensure that the number of dots sent to the printer is always in multiples of 16.

Default: pdm = 1.

pgb = <PrinterGraphicsByte>.

Type: Bit pattern.

Effect: This bit pattern defines which bits in a graphic byte, sent to the printer, should be turned to 1, turned to 0 or used for data (depending on each bit value).

Values: The value must contain at least one "x".

Default: pgb = "xxxxxxxx".

Example: A printer that requires the most significant bit to be set to 0, the least significant bit to be set to 1, and the other bits used for data would require a pattern of "0xxxxxx1".

pgc = <PrinterGraphicsClose>.

Type: Modifier.

Effect: This modifier is sent to inform the printer that no more graphic data is to follow.

Default: pgc = "".

pge = <PrinterGraphicsEnd>.

Type: Modifier.

Effect: This modifier is sent to the printer after "w" bytes of graphic data have been sent.

Default: pge = "".

pgf = <PrinterGraphicsFormat>.

Type: Integer.

Effect: This setting defines in which format graphic data is sent to the printer.

Values: 0: Data is sent to the printer binary.

1: Data is sent to the printer as lower case ASCII hex data (e.g. byte "01001111" is sent as ASCII string "4f").

2: Data is sent to the printer as upper case ASCII hex data (e.g. byte "01001111" is sent as ASCII string "4F").

Default: pgf = 0.

pgh = <PrinterGraphicsHorizontal>.

Type: Boolean.

Effect: Because most laser printers print graphic dots horizontally, one line at a time, a true definition will apply. Because most dot matrix printers print 8 dots above each other at a time, this boolean would be false.

Note: When set true, the horizontal resolution should be approx. the same as the vertical resolution, otherwise the printout will be either too long or too short. When set false (default), the horizontal resolution should be approx. twice the vertical resolution.

Default: pgh = 0.

pgi = <PrinterGraphicsInvert>.

Type: Boolean.

Effect: When true defines that the printer prints "0" bits as black (most matrix printers print "0" bits as white).

Default: pgi = 0.

pgn = <PrinterGraphicsNewline>.

Type: String.

Effect: This string is sent to the printer, when printing graphics, to advance the paper to the next graphics line.

Default: pgn = "\033J\030\r".

pgo = <PrinterGraphicsOpen>.

Type: Modifier.

Effect: This modifier is sent to inform the printer that graphic data will follow.
It will be a picture of "w" dots wide, "h" dots high and contain "b" bytes per graphical line.

Default: pgo = "".

pgs = <PrinterGraphicsStart>.

Type: Modifier.

Effect: This modifier is sent to the printer, followed by "b" bytes of graphic data.

Default: pgs = "\033L%lb%hb".

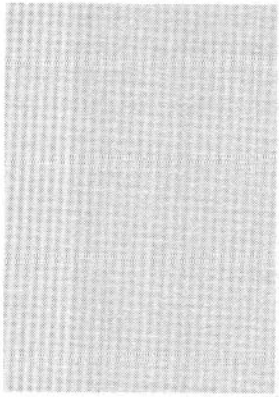
pmb =<PrinterMost_significant_bit_atBottom>.

Type: Boolean.

Effect: When true defines that the most significant bit of a graphic byte will be printed at the bottom (cq. right) position instead of the top (cq. left) position.

Default: pmb = 0.

Screen Blanking Settings



These settings specify various characteristics for the screen. Currently only one characteristic is defined.

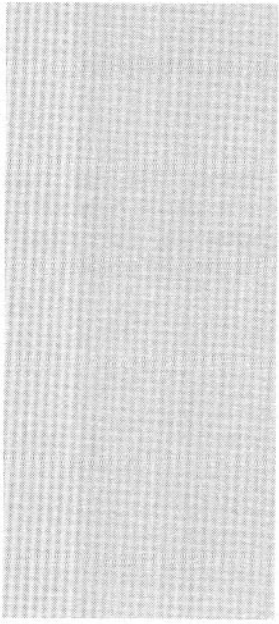
sbt = <ScreenBlankTime>.

Type: Integer.

Effect: This value determines the amount of idle time (in minutes) after which the screen will be blanked. Specifying a value of "0" disables the screen blanker.

Default: sbt = 0.

Date and Time Format Settings



These settings define characteristics for the format of date and time used in the analyzer. The following settings are defined:

ddf = <Date_time_DateFormat>.

Type: Integer.

Effect: This value specifies in which format the dates are displayed.

Values: 0: results in: Jun 18 1992

1: results in: Jun 18 1992

2: results in: 18 Jun 1992

3: results in: 18 Jun 1992.

Default: Value specified with utility disk.

dtf = <Date_timeTimeFormat>.

Type: Integer.

Effect: This value specifies in which format the time will be displayed (eg.in the header line on the screen etc.)

Values: 0: results in: 03:45p or 03:45:27p.

1: results in: 15:45 or 15:45:27.

Default: Value specified with utility disk.

Remote Port Selection

This setting defines characteristics of the remote (SCPI) operation of the analyzer. In order to keep the first letter of a setting unique for each category, this setting starts with the letter "e" instead of "r". The latter is used for RS-232.

The following setting is defined:

ech = <rEmoteCHannel>.

Type: Integer.

Effect: This value specifies how the analyzer can be controlled remotely.

Values: 0: results in: remote control off.

1: results in: remote control detect.

2: results in: remote control IEEE.

3: results in: remote control RS-232.

Default: Last used value.

IEEE Interface

This setting defines characteristics of the operation of the IEEE interface in the analyzer. The following setting is defined:

iad = <IEEE_address>.

Type: Integer.

Effect: This value specifies the IEEE address of the analyzer (both listen and talk address).

Values: Any value between 0 and 30 inclusive.

Default: iad = 3 or last value used.

RS232 Interface

These settings define characteristics of the operation of the RS232 interface in the analyzer. The following settings are defined:

rbr = <Rs232BaudRate>.

Type: Integer.

Effect: This value specifies the baud rate used for the RS23 interface (both for transmitted and received data).

Values: 19200, 9600, 4800, 2400, 1200, 300, 150, 75

Default: 19200 or last value used.

rpa = <Rs232PArity>.

Type: Integer.

Effect: This value specifies the parity used for the RS232 interface (both for transmitted and received data).

Values: 0: means no parity

1: means odd parity

2: means even parity

Default: 0 or last value used.

rdb = <Rs232DataBits>.

Type: Integer.

Effect: This value specifies the number of bits in a data byte for RS232 (both for transmitted and received data).

Values: 7 or 8.

Default: 7 or last value used.

rsb = <Rs232StopBits>.

Type: Integer.

Effect: This value specifies the number of stop bits for RS232 (both for transmitted and received data).

Values: 1 or 2.

Default: 1 or last value used.

rfc = <Rs232FlowControl>.

Type: Integer.

Effect: This value specifies the flow control (handshaking) for RS232.

Values: 0: means use no handshaking

1: means use RTS/CTS handshaking

Default: 1 or last value used.

File Format

Syntax notation

The contents of the User Configuration file must meet a syntax, which is described in this section. In order to describe the syntax a notation is used which will be explained first.

- Terminals are enclosed by double quotes.
  For example, "pjs" is a terminal.

- Angled brackets "< >" enclose a syntactic construct.
  For example, <A> denotes a syntactic construct with the name A.

- The define sign "::=" is used to define a syntactic construct as one or more subconstructs and/or terminals.
  For example, <A> ::= "B" denotes that the syntactic construct A can have the terminal value B.

- The vertical bar "|" separates alternatives.
  For example, A | B | C represents exactly one occurrence of A or B or C.

- Two dots ".." are used for enumeration of elements of a set.

For example, "0" | "1" | .. | "9" denotes any digit in the range 0 to 9.

- Brackets "[ ]" indicate an optional construct that maybe selected zero or one times.

  For example, ["B"] denotes either an empty construct or he terminal B.

- Braces "{ }" indicate zero or more occurrences of the enclosed syntactic construct.

  For example, { A | B } represents the empty sequence as well as A B, and A B B B, B B A B A, and so on.

- Parentheses "( )" show syntactic association (grouping).

  For example, A (B | C) denotes A B or A C. These parentheses should not be confused with the terminals "(" and ")".

- Quoted double quotes '"' denote the double quote terminal.

  For example, '"'A'"' denotes "A".

Syntactic constructs must be separated from each other by at least one of the following delimiters: "Space" or "Tab".

The MSDOS end of file character (control-Z or hex ASCII 0x1A) may appear one or more times at the end of the file and will be treated as a delimiter.

Delimiters may not be embedded in the middle of keywords, strings or numbers. For example when the syntax requires a terminal "pjs", the word "p js" is not valid. In the syntax description, sometimes spaces are added to improve readability. These spaces are not terminals and are not part of the syntactic rule in question, unless explicitly mentioned as a terminal, for example: " ".

Anywhere in the file where delimiters are allowed, comment may be present. Comment starts with an asterix "*".

All following characters on the current line are discarded. (Note: an asterix inside a string does not indicate the start of comment).

To define literal text (text enclosed in quotes), the following symbols are used:

normal	(printable) ASCII characters,
"\b"	The backspace character (ASCII code 8),
"\ddd"	Constructs to represent octal (eg. non printable) ASCII characters,
"\n"	To represent the newline character (ASCII code 10),
"\r"	To represent a carriage return (ASCII code13),
"\t"	The tab character (ASCII code 9).

File syntax

```
<config_file>       ::= {<config_line>} {<EOF>}

<config_line>       ::= [<setting>]        [<comment>]
                        <newline>

<comment>           ::= "*" {any ASCII char except "\n"}

<newline>           ::= "\n" | ("\r" "\n")

<EOF>               ::= "\032"

<setting>           ::= [ <boolean_setting>
                        | <integer_setting>
                        | <string_setting>
                        | <modifier_setting>
                        | <bitpat_setting>]

<boolean_setting>   ::= <boolean_keyword> "="
                        <boolean_val>

<boolean_keyword>   ::= "pcl" | "pgh" | "pgi" | "pmb"

<boolean_val>       ::= "0" | "1"
```

```
<integer_setting>     ::=  <integer_keyword> "="
                           <integer_val>

<integer_keyword>     ::=  "pth" | "ptw" | "pbd" | "pdm" |
                           "pgf" | "sbt" | "ddf" | "dtf" |
                           "ech" | "iad" | "rbr" | "rpa" |
                           "rdb" | "rpa" | "rdb" | "rsb" |
                           "rfc"

<integer_val>         ::=  "0" | "1" | "2" | .. | "32767"

<string_setting>      ::=  <string_keyword> "="
                           <string_val>

<string_keyword>      ::=  "pff" | "pje" | "pjs" | "ptc" |
                           "ptn" | "pto" | "pgn"

<string_val>          ::=  '"' { <string_member> } '"'

<string_member>       ::=  <string_char>|<octal_char> |
                           <spec_char>

<string_char>         ::=  any ASCII char except: the
                           NUL char, '"' and "\"

<octal_char>          ::=  "\0" | "\" ( "0" | "1" | "2" |"3)
                           <octal_digit> <octal_digit>

<octal_digit>         ::=  "0" | "1" | "2" | .. | "7"

<spec_char>           ::=  "\"" | "\\" | "\n" | "\r" | "\b"|
                           "\t"| ("\" <newline>)

<modifier_setting>    ::=  <modifier_keyword> "="
                           <modifier_val>

<modifier_keyword>    ::=  "pgc" | "pge" | "pgo" | "pgs"
```

```
<modifier_val>        ::=  '"' { (<selected_char> |
                           <octal_char> |<spec_char> |
                           <modifier_constr>) } '"'

<selected_char>       ::=  (any <string_char>
                           except "%") | "%%"

<modifier_constr>     ::=  "%" <format_spec>
                           <format_val>

<format_spec>         ::=  "l" | "h" | "d" | "1" | "2" | "3" | "4"

<format_val>          ::=  <format_variable> |
                           <format_expression>

<format_variable>     ::=  "b" | "w" | "h"

<format_expression>   ::=  "[" <format_variable>
                           <format_oper><integer_val>
                           "]"

<format_oper>         ::=  "+" | "-" | "*" | "/"

<bitpat_setting>      ::=  <bitpat_keyword>  "="
                           <bitpat_val>

<bitpat_keyword>      ::=  "pgb"

<bitpat_val>          ::=  '"' <pattern_bit> <pattern_bit>
                           <pattern_bit><pattern_bit>
                           <pattern_bit> <pattern_bit>
                           <pattern_bit> <pattern_bit> '"'

<pattern_bit>         ::=  "0" | "1" | "x"
```

Types of settings

<boolean_keyword> "=" <boolean_val>

Boolean settings define characteristics for the operation of the analyzer that can either be turned "on" or "off". Assigning a value of 1 to a boolean setting turns that setting on, assigning a value of 0 turns it off.

<integer_keyword> "=" <integer_val>

Integer settings define characteristics for the operation of the analyzer that can be expressed as a number. Allowed values for these settings are (in general) any number between 0 and 32767 inclusive.

An example of such setting is "ptw" (PrinterTextWidth): the number of characters on a line of printed text.

<string_keyword> "=" <string_val>

String settings define characteristics for the operation of the analyzer that can be expressed as strings (a number of consecutive bytes (with values in the range 0 to 255)). These strings are used literally.

An example of such setting is "pff" (PrinterFormFeed): the string that has to be sent to the printer to generate a formfeed.

A <string_val> can be entered on more than one line by ending every line but the last with a "\" character.

<modifier_keyword> "=" <modifier_val>

Modifier settings define characteristics for the operation of the analyzer that can be expressed as a mixture of (sub) strings and "Modifier Patterns" (see below).

Currently there is one set of modifier settings defined, namely for the printer.

A <modifier_val> can consist of any combinations of the following:

- all characters and constructs allowed for a <string_val>, with the exception of the "%" character,
- the symbol "%%" to represent the "%" character,
- a <modifier_constr> (starting with "%") which will be modified (substituted by another pattern of one or more bytes) at the moment the modifier setting is used in the analyzer, depending on the actual state of the software.

A <modifier_constr> consists of three parts:

- the "%" character,
- a <format_spec> (one of "l", "h", "d", "1", "2", "3", "4"),
- a <format_val> which can be either a <format_variable> ("b", "w" or "h") or an expression with a <format_variable>.

Substitution of the <modifier_constr> occurs as follows:

- The <format_val> is the dependent part of the modifier.
- Each time the setting is used, the <format_variable> will be substituted by the corresponding value ("w" corresponds to the width in dots of the graphical picture being printed, "h" to the height and "b" corresponds to the number of bytes in one "line" of graphical data) and the expression (if present) will be calculated, yielding a new value, say E.
- Depending on the <format_spec>, this expression is transformed into a substitution pattern as follows:

  l: The least significant byte of E is used as a substitution pattern.

  h: The most significant byte of E is used.

d: The value of E, expressed as an ASCII string is used (eg "960").

1: The value of E, expressed as an ASCII string of one character is used (eg "7").

2: The value of E expressed as an ASCII string of two character is used, padded with leading zeros (eg "07").

3: The value of E expressed as an ASCII string of three character (eg "07") is used, padded with leading zeros (eg "007").

4: the value of E expressed as an ASCII string of four character is used, padded with leading zeros (eg "0007").

- As an example: the modifier "%4[b+1]" with "b" having the value 960,will be substituted by the pattern "0961" (four characters).

Bit pattern settings

<bitpat_keyword>"="<bitpat_val>

Bit pattern settings define characteristics for the operation of the analyzer at a bit-wise manner.

A bit pattern value is a string of exactly eight "0", "1" or "x" characters. Each character corresponds with one bit position of the corresponding setting: the first character corresponds with the most significant bit, the last character with the least significant bit. A "0" in a bit pattern means that the corresponding bit has to be set to 0, a "1" indicates that the bit has to be set to 1, and a "x" means that the bit doesn't have a fixed value (and will be used for whatever characteristic the setting is describing).

Hardcopy File

Using the Print menu, you can store a copy of the currently visible screen or popup on the diskette for post-processing purposes. Refer to Chapter 3: "Menu Overview", section "The Print Menu".

The file created is a so called Raster Image File and consists of two parts:

- File Header
- Screen Image

File Header

The header of the file consists of 16 bytes (byte 0, byte 1, ...), with byte 0 being the first byte in the file. It has the following layout and contents:

Byte 0 - 3 : File type identification.

These four bytes have a fixed value of hexadecimal 61, 0A, 59 and 26.

Byte 4 - 5 : File version number.

The version number is 0.

Byte 6 - 7 : The number of pixels per scan line.

Byte 8 - 9 : The number of scan lines.

Byte 10-11 : The number of bits per pixel.

This number is currently 2.

Byte 12-15 : The size of the second part of the file (i.e. the Screen Image) in bytes.

For each field that contains a number (integer value), the first and last byte mentioned are respectively the most and least significant byte for that field.

Screen Image

The image of the full or only a part of the screen (popup), is stored as a number of subsequent scan lines. The number of scan lines is specified in the file header.

Each scan line represents one row of pixels and is rounded up to a multiple of 16 bits. Thus each scan line starts on a 2-byte boundary. The number of pixels per scan line is specified in the file header.

Per pixel, two bits are used to represent a color:

00 = white
01 = light gray
10 = dark gray
11 = black

The first pixel is stored in the first two bits of a byte (i.e. the two most significant bits). The next pixel is stored in the following two bits, etc.
For example, if the first four pixels of the screen image (upper left corner) are black, white, white and white, the first byte of the first scan line will read hexadecimal C0.

Symbol File

The Symbol File (extension .SYM) is used to input symbolic definitions for existing data labels into an analyzer. It provides an alternative means of defining symbols other than using the Format menu. However, the symbols can be viewed and, if necessary modified, using the Label Symbols popup menu in the Format menu.

The symbols defined in this file can be loaded into the analyzer using the Load command of the I/O menu. Once loaded the symbols may be used in the Trace and Display menu's as an alternative to numerical data.

The Symbols File is an ASCII text file created by an editor or word processor.

Syntax

Before describing the syntax of the Symbols File the notations used to describe the syntax are given.

Note: In the description of the syntax all terminals are enclosed by double quotes. For example "Version" is a terminal.

- Angled brackets "< >" enclose a syntactic construct.

  For example, <A> denotes a syntactic construct with name A.

- The define sign "::=" is used to define a syntactic construct as one or more subconstructs and/or terminals.

  For example, <A> ::= "B" denotes that the syntactic construct A can have the terminal value B.

- The vertical bar "|" separates alternatives.

  For example, A | B | C represents exactly one occurrence of A or B or C.

- Two dots ".." are used for enumeration of elements of a set.

  For example, "0" | "1" | .. | "9" denotes any digit in the range 0 to 9.

- Brackets "[ ]" indicate an optional construct that may be selected zero or one times.

  For example, ["B"] denotes either an empty construct or the terminal B.

- Braces "{ }" indicate zero or more occurrences of the enclosed syntactic construct.

  For example, { A | B } represents the empty sequence as well as A B, and A B B B, B B A B A, and so on.

- Parentheses "( )" show syntactic association (grouping).

  For example, A (B | C) denotes A B or A C. These parentheses should not be confused with the terminals "(" and ")".

- Quoted double quotes '"' denote the double quote terminal.

  For example, '"' A '"' denotes "A".

- Syntactic constructs must be separated from each other by at least one of the following delimiters: "Carriage return", "Line feed", "Space" or "Tab". The MSDOS end of file character (control-Z or hex ASCII 0x1A) may appear one or more times at the end of the file and will be treated as a delimiter.

- Delimiters may not be embedded in the middle of keywords, strings or numbers.

  For example, when the syntax requires a terminal "VERSION", the word "VER SION" is not valid.

  In the syntax description sometimes spaces are added to improve readability. These spaces are not terminals and are not part of the syntactic rule in question unless explicitly mentioned as a terminal, for example " ".

- Anywhere in the file where delimiters are allowed, comment may be present. Comment consists of the delimiters "/*" and "*/" with any combination of characters in between (except the "*/" combination which would end the comment).

- All keywords are case insensitive. Generally speaking, when there can be no ambiguity between different alternatives, keywords may be abbreviated (minimal 1 character).

File Structure

The Symbol File consists of an optional file header and sections in which the symbols for an analyzer are defined.

The Syntax of the file is as follows:

[<file_header>]

{<analyzer_symbols>}

File Header

The file header may contain a version and type identification as follows:

<file_header> ::= [<version>] [<type>]

<version> ::= "VERSION" <version_nr>

<version_nr> ::= "0"

<type> ::= "TYPE" <type_value>

<type_value> ::= "ADD" | "DELETE" | "REPLACE" | "QUESTION"

Version Number

The *Version Number* is optional and normally used to distinguish different versions of the Symbol File. If nothing is specified VERSION 0 is assumed. Currently 0 is the only valid version number.

Type

The Type construct tells the analyzer how to handle symbols which have already been defined. The meaning of <type_value> is described below.

ADD: specifies that symbols will be added to the existing ones.

DELETE: specifies that all existing (non-disa) symbols will be deleted before symbols from the file are added.

REPLACE: specifies that for any label found in the symbol file any existing non disa symbols will be deleted.

QUESTION: specifies that the user will be asked whether all existing non disa symbols must be deleted or not. This option has no effect when the symbol file is being loaded as a result of a remote command. (Type "ADD" is assumed then, i.e. symbols will added to the existing ones).

Analyzer Symbols

A section defining the symbols for an analyzer is structured as follows:

<analyzer_symbols> ::= ([analyzer_id] {label_symbols})

analyzer_id

The <analyzer_id> identifies the analyzer for which the symbols are defined and may be referred to by its name or number. Therefore

<analyzer_id> ::= <analyzer_name>
<analyzer_nr>

<analyzer_name> ::= <STRING8>

<STRING8> ::= Any combination of at most 8 ASCII characters (except the NULL character).

<analyzer_nr> ::= "1" | "2"

If no <analyzer_id> is specified the symbols defined in this section are assigned to the first analyzer to which no symbols from this file have been assigned.

Label Symbols

The label symbols part lists the labels for which symbols have been defined together with the definition of these symbols

<label_symbols> ::= "(" [<label_spec>] {<symbol>} ")"

Label Specification

The Label Specification is optional. If none is provided the label following the previously used (or the first label) of the current analyzer is assumed.

<label_spec> ::= [<label_id>] ["," [<symbol_base>] ["," [<viewsize>]]]

Default: the label following the previously used label (or the first label) of the current analyzer.

This construct selects a (existing) label for the current analyzer and

specifies how the symbols of this label should be shown. A <label_id> can either be the sequence number or the name of a label. A number n refers to the n-th label of the analyzer. The first label is 1.

<label_id> ::= <label_name> | <label_nr>

<label_name> ::= <STRING11>

<STRING11> ::= Any combination of at most 11 ascii characters (except the NULL character)

<label_nr> ::= "1" | "2" | "3" | ...

<symbol_base> ::= "BIN" | "OCT" | "DEC" | "HEX"

<viewsize> ::= "1" | "2" | "3" .. | "32" | "MAX" | "UNIQ"

Default: When no <viewsize> is specified, the current viewsize for the label will be used.

This construct specifies how the names of symbols for this label will be displayed in the analyzer. A number implies a fixed number of characters, UNIQ means as many characters as needed to distinguish between the different symbols, MAX means use all characters (or as many as possible).

Symbol

One or more symbols may be defined per label. The syntactical rules for a symbol are detailed below:

<symbol> ::= <dont_care_symbol>

| <pattern_symbol>

| <range_symbol>

<dont_care_symbol> ::= <symbol_name>

<pattern_symbol> ::= <symbol_name> "," <pattern>

<range_symbol> ::= <symbol_name> "," <pattern> "," <pattern>

<symbol_name> ::= <STRING32>

<STRING32> ::= any combination of at most 32 ascii characters (except the NULL character).

If a pattern is empty, it will automatically be set to don't care.

For the <range_symbol> the first pattern will be used as reference.

<pattern> ::= <empty> | <bin_nr> | <oct_nr> | <dec_nr> | <hex_nr>

<bin_nr> ::= <bin_prefix><bin_digits>

<bin_prefix> ::= "#" ("B" | "b")

<bin_digits> ::= <bin_digit>{<bin_digit>}

<bin_digit> ::= "0" | "1" | <dont_care>

<dont_care> ::= "x" | "X"

<oct_nr> ::= <oct_prefix><oct_digits>

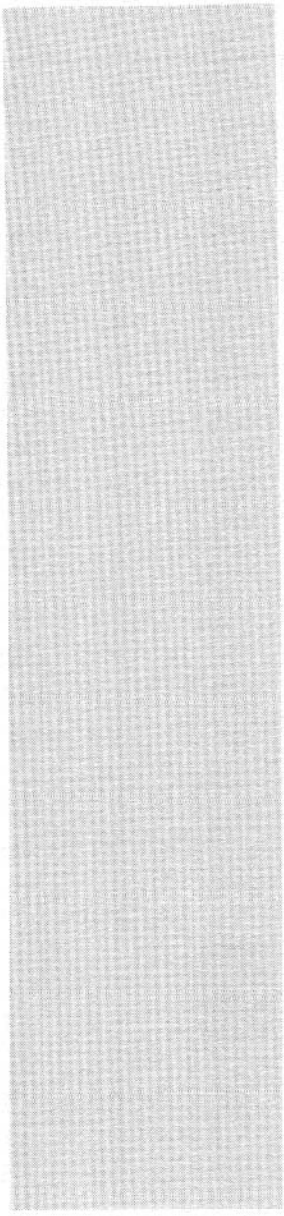
<oct_prefix> ::= "#" ("Q" | "q")

<oct_digits> ::= <oct_digit>{<oct_digit>}

<oct_digit> ::= "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | <dont_care>

<dec_nr> ::= <dec_digits>

<dec_digits> ::= <dec_digit>{<dec_digit>}



<dec_digit>	::=	"0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9"
<hex_nr>	::=	<hex_prefix><hex_digits>
<hex_prefix>	::=	"#" ("H" | "h")
<hex_digits>	::=	<hex_digit>{<hex_digit>}
<hex_digit>	::=	"0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9" | "a" | "A" | "b" | "B" | "c" | "C" | "d" | "D" | "e" | "E" | "f" | "F" | <dont_care>

Example

An example file is shown below.

```
 /* symbols for demodisa */

version 0
type replace

( /* first analyzer    */

    ("DSCTRL", bin,  8
       ("Wr Word",     0)
       ("Wr HByte",    1)
       ("Wr LByte",    2)
       ("Wr Inv",      3)
       ("Rd Word",     4)
       ("Rd HByte",    5)
       ("Rd LByte",    6)
       ("Rd Inv",      7)
    )

    ("FC2_0", bin,   10
       ("unassigned", 0)
       ("User Data",  1)
       ("User Prog",  2)
       ("unassigned", 3)
       ("unassigned", 4)
       ("Super Data", 5)
       ("Super Prog", 6)
       ("Int Ack",    7)
    )

    ("ADDRESS",hex, 8
       ("Reset",          #h000, #h007)
       ("Switch Scan",    #h700, #h713)
       ("Loop1",          #h714, #h722)
       ("I/O Init",       #h430, #h43a)
    )
  )
```

LOGIC ANALYZERS
PM 3580 / PM 3585

Read the procedure for

Initial Inspection
Operator Safety
Installation

found on top of this documentation package **first**.

Then insert the description of these procedures as Chapter 11 after the "Safety and Installation" tab in the *PM 3580/PM 3585 User Manual*. You may then discard this page.

Version 2.0

Publication Number 4022 104 90173

Chapter 11

Safety and Installation

Initial Inspection

Check the contents of the shipment for completeness and note whether any damage has occurred during transport.

If the contents are incomplete, or there is damage, a claim should be filed with the carrier immediately. Also the Fluke/Philips Sales or Service organization should be notified in order to facilitate the repair or replacement of the instrument or other parts. The list of Fluke/Philips addresses are published beginning on page 11-11.

Together with the Logic Analyzer[1] PM 3580/3x, PM 3580/6x, PM 3585/3x, PM 3585/6x, or PM 3585/9x the following accessories should be included in the shipment:

Type Number	Description	Number[2]
PF 8666/20	Front cover with integrated accessory pouch.	1
PF 8690/00[3]	English manual set + system software (*Getting Started Guide, Reference Guide, User Manual,* and *Service Manual*).	1
2432 072 00002[4]	Power Cable.	1
PF 8600/20	16-channel Logic Pod.	2,4,2,4, or 6
4022 102 48731	Pod label sheet.	1
PF 8600/24	Gray, low-profile, mini-measuring clips.	40,80,40,80 or 120
PF 8653/x0[5]	SCPI Programming Manual.	1
PF xxxx/xx[6]	Other accessories.	*as ordered*

Notes:

1. If the logic analyzer contains a factory installed IEEE communication option x=1, otherwise x=0.
2. If more than one number is indicated in this column, the number of items included depends on the type number of your Logic Analyzer. The numbers, in order, relate to PM 3580/3x, PM 3580/6x, PM 3585/3x, PM 3585/6x, and PM 3585/9x.
3. Depending on your country code, alternatively a German (PF 8690/20) or French (PF 8690/10) manual set and system software may be present instead.
4. Depending on your country code, alternatively a "European" (2432 073 00011) or country-specific power cable may be present.
5. The SCPI Programming Manual for remote control is only delivered with PM 358x/y1 instruments.
6. If additional accessories were ordered with the Logic Analyzer, e.g. the Logic target (PF 8669/20) or one or more Microprocessor support packages, these are also included in the shipment.

Operator Safety

The following subsections contain information, warnings and cautions which must be followed to ensure safe operation and to retain the instrument in a safe condition. Read these carefully before installation and use of the instrument.

Adjustment, maintenance and repair of the instrument shall only be carried out by qualified personnel.

Safety Precautions

For the correct and safe use of this instrument it is essential that both operating and service personnel follow generally accepted safety procedures in addition to the safety precautions specified in this manual.

Specific warning and caution statements, where they apply, will be found throughout the manuals.

Where necessary, the warning and caution statements and/or symbols are marked on the apparatus.

Caution and Warning Statements

WARNING

Calls attention to a potential danger that requires correct procedures or practices in order to prevent personal injury.

CAUTION

Is used to indicate the correct operating and maintenance procedures in order to prevent damage to, or destruction of, the equipment or other property.

Symbols

High Voltage (red) ≥ 1000 Volts

Live Part (black/yellow)

Read the operating instructions.

Protective earth (grounding) terminal.

Impaired Safety Protection

Whenever it is likely that safety-protection has been impaired, the instrument must be made inoperative and be secured against unintentional operation. The matter should then be referred to qualified technicians.

Safety protection is likely to be impaired if, for example, the instrument fails to perform the intended measurements or shows visible damage.

Safety Notice

WARNING

The opening of covers or the removal of parts, except those to which access can be gained by hand, is likely to expose live parts and accessible terminals which can be dangerous to life.

The instrument **must** be disconnected from all voltage sources before it is opened for any adjustments, replacement, maintenance or repair.

Note that the capacitors inside the instrument can hold their charge even if the instrument has been disconnected from all voltage sources.

Any adjustment, replacement, maintenance or repair of the powered-up, opened instrument shall be avoided as far as possible, and, if inevitable, shall be carried out only by a skilled person who is aware of the hazard involved.

WARNING

For any adjustment, maintenance, replacement or repair the procedures and additional safety instructions contained in the *PM 3580/PM 3585 Service Manual* must be adhered to.

Installation

Before attempting to use the logic analyzer read this section carefully and complete the necessary procedures.

Working Position

Horizontal on bottom feet, vertical on rear feet and any intermediate angle. Check that the fan is running after power-up, and that the cooling air flow is unobstructed.

Earthing

Before any connection to the input connectors is made, the instrument must be connected to a protective earth conductor via the three-core mains cable; the mains plug must only be connected to a socket outlet provided with a protective earth contact. The protective action must not be negated by the use of an extension cord without protective conductor.

WARNING

Any interruption of the protection earth connector inside or outside the instrument or the disconnection of the protection earth terminal is likely to make the instrument dangerous. Intentional interruption is prohibited.

Before connecting the equipment to the mains of the building installation, the proper functioning of the protective earth lead of the building installation needs to be verified.

Setting the Line Voltage

Before plugging in the instrument make certain that it has been set to the local voltage.

Note: If the power plug has to be adapted to the local situation, such adaptation should only be done by a qualified technician.

WARNING

The instrument shall be disconnected from all voltage sources when a fuse is to be renewed, or when the instrument is to be adapted to a different line voltage.

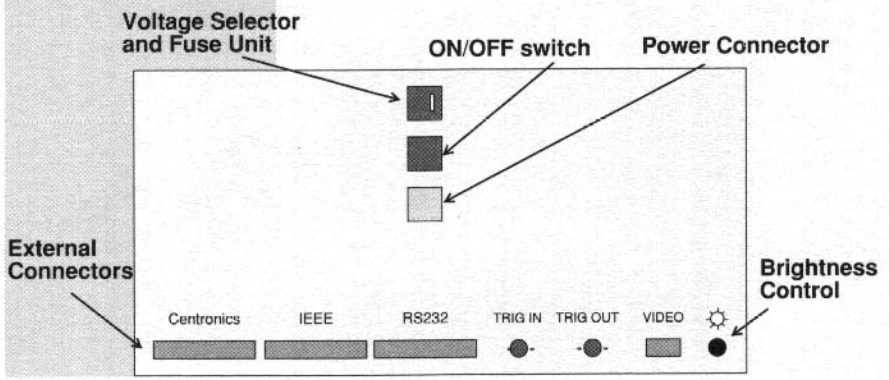
The two possible settings are 110 V (90 V - 135 V supplies) and 220 V (180 V - 264 V supplies).

Note

The correct fuse should be used for each of the voltage settings:

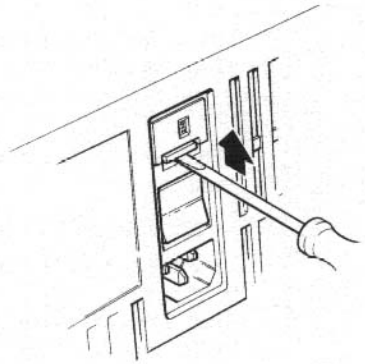
- 220 V: 2 A/250 V slow.
- 110 V: 4 A/250 V slow.

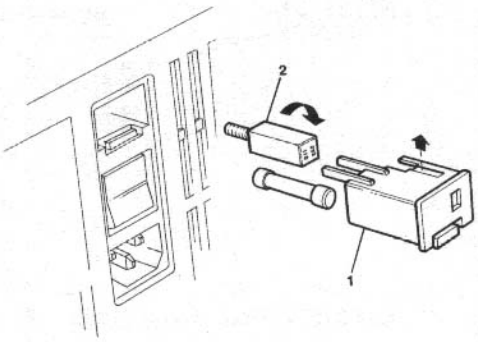
This setting is determined by the voltage selector unit located at the rear of the instrument: see the figure below.



To change the setting, proceed as follows, with reference to the figures below:

- Disconnect the power supply from the instrument.
- Prize the voltage selector unit (1) from the rear of the instrument.
- Lift the retaining lug that holds the voltage selector (2) in the unit and then remove the selector.
- Rotate the voltage selector so that the required figure will be displayed in the window of the unit.
- Insert the fuse with the required rated current and of the specified type.
- Replace the complete unit in the reverse order of that of the removal procedure.





Switching on the Logic Analyzer

Ensure that the instrument has been set to the local line voltage.

- Ensure that the power cable is not connected to the power supply and that the power switch on the instrument is OFF.
- Plug the female end of the power cable into the instrument.
- Plug the power cable into an appropriate **earthed** power source.
- Remove the transport protector (if any) from the floppy disk drive by pushing the eject button.
- Switch on the instrument. This will cause the light on the floppy drive to illuminate and a start-up message to appear on the screen.
- Push the System disk (PF 8690) into the drive until it locks.

Calibration

The system software is now loaded, including the autoload file if present. After loading a calibration procedure is executed. This procedure ensures that the propagation delay is the same on all channels.

After successful completion of the calibration, the Configuration menu is displayed, and your system is ready for use.

Brightness Control

Adjust the brightness of the screen, using the control located at the rear of the instrument (see the figure on page 11-7), to suit your requirements.

Power on Self-Test

Note: If you press any key during the power on sequence of the analyzer, it will perform a (7 minute) self-test and display the results of the test on the screen. After the self-test has been completed and is satisfactory, you can proceed to use the instrument.

Setting the Date and Time

A facility is available on the Utility disk to enable you to set the date and time, and the format of presentation, on the instrument. Refer to Chapter 12, "Utilities" on how to do this.

Fluke/Philips Addresses

Algeria
Bureau de Liaison Philips
24 rue Bougainville
El Mouradia, Alger
Tel: 60 14 05
TLX: 62221

Angola
Lusolanda Trading S.A.R.L.
C.P. 178
LUANDA
Tel: 244-2-372250
Fax: 244-2-373413

Antilles
Philips Antillana N.V.
(For Philips products)
Kaminda Michigan 4
PO Box 3523/3051
Willemstad, Curacao
Tel: 599-9-615277
Fax: 599-9-612772
TLX: 1047 PHINA

Argentina
Philips Argentina S.A.
(For Philips products)
Casilla Correo 3479
Vedia 3892
1430 Buenos Aires
Tel: 54-1-5414106/5417141
Fax: 54-1-7869818
Tel: 54-1-5422411/5422451*
TLX: 21359/21243

Coasin S.A.
(For Fluke products)
Virrey del Pino 4071 DEP E-1
1430 CAP FED
Buenos Aires, Argentina
Tel: (54) (1) 552-5248
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2 Wagner Place
PO Box 4021
Auckland 3
New Zealand
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Fax: 09-862728
TLX: NZ 2395

Australia Head Office
Philips Scientific & Industrial PTY Ltd.
Test & Measurement Dept.
Centrecourt 25-27 Paul Street
North Ryde
Sydney New South Wales 2113
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Chapter 12

Utilities

Utility Disk

The utilities described in this chapter can be found on the Utility disk delivered with your instrument. In order to access a utility, you should boot the instrument from the Utility disk, instead of from the System disk.

After the instrument has started up, you see a menu on the screen from which you can select a utility. Go to the field of the utility you require, and press the *SELECT* key. A popup menu then appears which guides you through the use of the utility. (See "Setting the Date and Time" below as an example.)

Setting the Date and Time

A facility is available on the Utility disk to enable you to set the date and time, and the format of presentation, on the instrument.

After the procedure has been verified the date and time are stored in the RAM of the instrument and protected by the battery backup, therefore this procedure is not required every time the instrument is powered on.

The date and time can be set using the following procedure:

- Select the "Set date and time" utility from the utilities menu. The "Set date and time" popup menu appears.
- Move to the check field defining the time format required and press the *SELECT* key.
- Move to either the *Date* or *Time* field. These are normal editable fields (see Chapter 3, "Menu Overview": "Field Types"). Each part of the date and time (day, month, year, hour and minutes) must consist of two digits, so include leading zeros. The parts are separated by dots. The hours should always be entered in 24-hour format.

  You will not be able to leave a field if the entries you make in it are not valid.
- Exit this popup menu by selecting either the *return* or *cancel* field. If the *return* field is selected, the instrument will use the new date and time.

Copying Disks

The copy disk utility allows you to copy the files contained on one disk (the source) to another disk (the destination).

The copy disk utility can be selected from the utilities menu as described in the introductory section of this chapter.

After you have selected the copy disk utility you are prompted if you want to format during copying or not. If you wish to copy to an unformatted (*i.e.*, completely new) disk, then select the "Format + copy" option. If the disk has already been formatted, use the "copy" option.

Note: Formatting a disk which already has data on it will destroy all that data.

While copying, you are prompted to insert the source and destination disks as appropriate.

Note: Copy disk will not copy between different format disks (*i.e.*, from 720 Kb to 1.44 Mb or vice versa). You will be informed if there is an error of this kind.

Formatting Disks

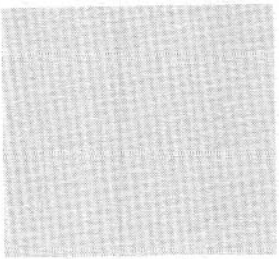
With the format utility you can initialize new floppy disks.

The format utility can be selected from the utilities menu as described in the introductory section of this chapter.

After you have selected the format utility, you are prompted to insert the disk you want formatted.

Note: Formatting a disk which already has data on it will destroy all that data.

Copying Files

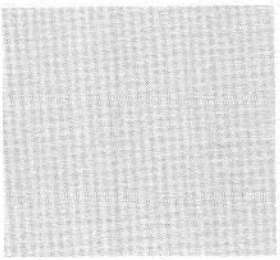


The utility to copy files allows you to copy one or more files on a disk (the source) to the same disk or to another disk (the destination).

The copy files utility can be selected from the utilities menu as described in the introductory section of this chapter.

After you have selected the files to be copied you are prompted to insert the destination disk.

Deleting Files

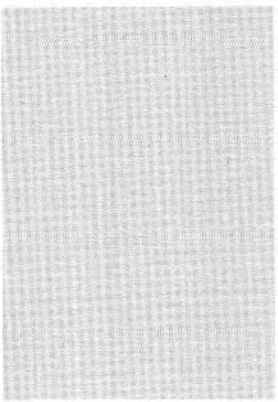


With the delete files utility you can delete one or more files from a disk.

The delete files utility can be selected from the utilities menu as described in the introductory section of this chapter.

After you have selected the files to be deleted, you are prompted for a confirmation.

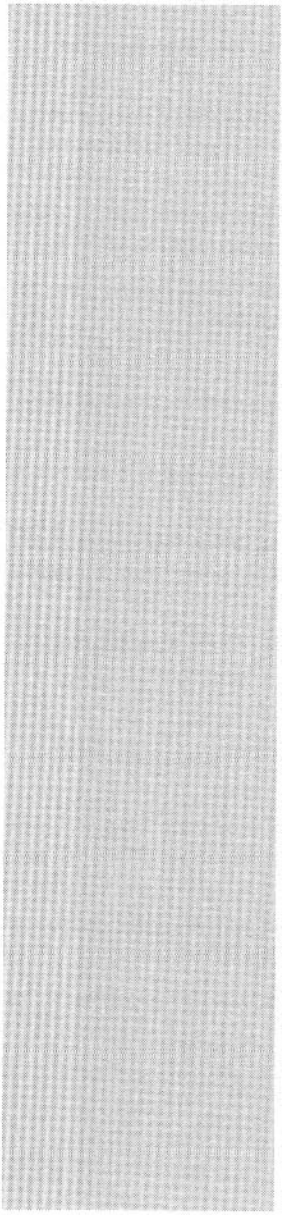
Reboot



The reboot utility allows you to reboot the logic analyzer from floppy disk without having to turn the power off and on again.

The reboot utility can be selected from the utilities menu as described in the introductory section of this chapter.

After you have selected reboot, you are prompted for a confirmation.



PROBLEM REPORTING / CHANGE REQUESTS

This PHILIPS instrument has been designed and manufactured to the highest quality standards to give you many years of trouble-free and accurate measurements.

However, if malfunctions are detected during the correct operational use of the instrument you are invited to report these problems to your local Fluke/Philips representative by means of the "PROBLEM REPORT / CHANGE REQUEST", reply cards included.

If you have any further suggestions about how this product could be improved, please contact your local Fluke/Philips representative.

Fluke/Philips addresses are listed in chapter 11 of this User Manual

RELEASE NOTE PF 8690/00

Indicator	:	Customer information.
Indicator number	:	CIS 1116
Concerns	:	PF 8690/00 System Software, **Version 2.01**, English for PM 3580/PM 3585 Logic Analyzers
Issue date	:	January 1993
To be inserted in	:	PM 3580/PM 3585 User Manual

General

Please read the following notes carefully before you start working. They contain some important information on the differences between this (2.01) and the previous version (2.0) of the software, and a description of a number of minor limitations and restrictions.

Version 2.01 software contains various enhancements as well as a number of bug fixes and cosmetic changes. The enhancements relate to mouse control, remote control, I/O menu, measurement file description and PC utility programs. A brief list of the new features follows.

Mouse Operation

Version 2.01 contains the required provisions for operation with a mouse device via the RS232 interface. In order to control the analyzer via the mouse, additional mouse control software needs to be installed. This software is present on a diskette supplied with the option PF 8665/30. This option also includes a mouse device, a mouse pad and documentation.

Publication Number 4022 104 94373

Remote Control

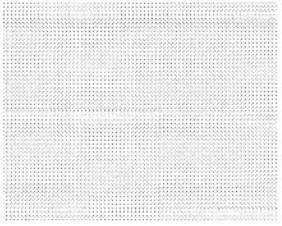
Remote control of the analyzer via the RS232 interface using commands in SCPI format (Standard Commands for Programmable Instruments) is no longer an option but is permanently included in version 2.01. As with version 2.0, communication via IEEE is only available if your logic analyzer is equipped with the required IEEE hardware (model PM 358x/x1).

In the I/O menu remote control operation can be enabled/-disabled and associated interface parameters can be set. All information needed to remotely control the instrument can be found in the SCPI Programming Manual.

New I/O Menu Features

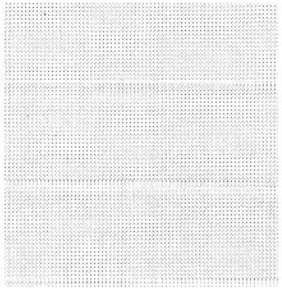
- Mouse control operation can be switched off/on and associated RS232 interface parameters can be changed provided the mouse option has been installed. These settings are saved in Battery Backed-up Ram so this need only to be done if the settings need to be changed.
- When dialling through the directory listing, the list automatically scrolls when the first/last file displayed is highlighted provided more files are present on the diskette.
- 2.0 and earlier versions require the file operation (load, save, etc) to be specified before the file can be selected. As an alternative, version 2.01 allows you to select the file first (highlight the required filename in the directory list and press SELECT) after which the operation (load, save, etc) can be selected from a popup.
- Autoload file assignment does no longer require a change of the file name. The name of the file being assigned as autoloadfile is saved in Battery Backed-up RAM.

Print or View Hardcopy file



The utility disk contains a new utility PRRAS.EXE to be executed on a PC, that allows you to view (on the PC video display) or print (on various printer types) the contents of a PM 3580/3585 hardcopy file (dump of the full screen or popup).
Information on how to use this program can be found in the file PRRAS.MAN, also present on the utility disk.

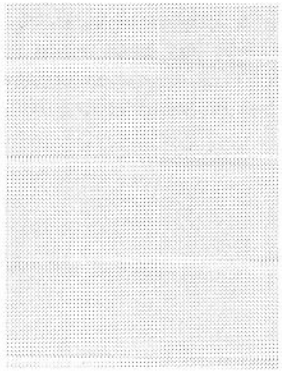
Measurement File Inspection



The file MEAS_3_4.MAN, present on the utility diskette, now contains a full description (including the settings) of the structure and contents of a measurement/settings file produced by system software version 1.03 (File version 3) and software version 2.0/2.01 (File version 4).

The utility PRMEAS.EXE, also present on the utility disk, now also produces a print-out of the settings. A description of how to use this program can be found in the file PRMEAS.MAN

Cosmetic changes and Bug-Fixes



System version 2.01 contains small changes mainly related to bug fixes, inconsistencies and screen layout.

Application Notes

A number of important points to note in setting up or operating the analyzer:

Selective Data Acquisition

The global selective data storage qualifier only operates on data acquired prior to the trigger point. However, because the analyzer stores the number of the active sequencer level together with the data sample, you can create a "pseudo-trigger point" by using an extra sequencer level. Please refer to page 5-27 of the User manual for complete details.

State Time Tags

Time tag values in a state list can sometimes differ by 5 ns from the times of the appropriate edges as measured in the timing display. This is a reflection of the internal 5 ns sampling resolution of the timing acquisition circuitry.

Trigger Point Reconstructions

After stopping data acquisition and before displaying the data, a software algorithm is used to locate the precise trigger point in the data. Every effort has been made to minimize the time needed, though in certain cases (usually complex trigger sequences) it can still be rather long (several seconds).

Known Restrictions

As far as we are aware, version 2.01 system software is free of bugs. However there are a number of restrictions.

Format of Measurement Files

Version 2.01 has no changes in the structure and contents of measurement files; i.e. the format is the same as for system version 2.0. This means that measurement/settings files created by version 2.01 can be read by version 2.0 but not by earlier versions of the system software. However, files created by earlier versions can still be read by version 2.01.

Disassembly Parameters

With split-screen display where both windows are for the same analyzer and the same disassembler, it is not possible to enter different disassembly parameters for the two windows (e.g. one with data transfers shown, the other not shown).

Manual Synchronization of Disassemblers

Synchronization information entered in the display via the Disa Parameters pop-up is not saved in the measurement file.

Booting with Volume Label "SYSTEM"

If you attempt to boot with a floppy formatted with the MS-DOS volume label "SYSTEM", then the analyzer may not boot.

Using Timing Filters
($tw_7>t_7$ or $tw_8>t_8$)

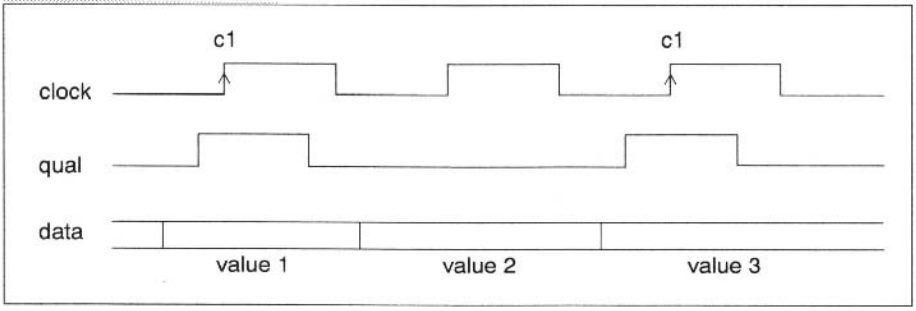
If tw_7 is already true at the moment a level is entered, then the condition $tw_7>t_7$ is also immediately true (similarly for tw_8).

When using filter times, please keep in mind that the tw_7 and tw_8 trigger recognizers only operate at 20 ns intervals (not 5 ns). For further details see page 5-7 of the User Manual.

Immediate Triggering with Qualified Clocks

Immediate state word triggering does not always work correctly when clocks are qualified. This typically applies in the case of processors such as the 80286, and is illustrated by the diagram below. A qualified clock "c1" is defined when the signal "qual" is high. Defining an immediate trigger condition "If sw_{12}" with "sw_1=value1" and "sw_2=value3" will not cause the analyzer to trigger. This is because the immediate word recognizer incorrectly "sees" the unqualified "value 2". To trigger correctly, you should use the 2 level sequence as follows:

L_1	If	sw1	goto L_2
L_2	If	sw2	Stop
	Or if	$\overline{sw1}$	goto L_1



Trigger position at Begin

When you set "Trigger position = Begin", you can nevertheless get a significant amount of data before the trigger point. This apparent "bug" is a result of the algorithm used by the analyzer to define the moment of stopping the acquisition.

Triggering with tw7 and tw8

If a trigger condition is specified with triggerwords tw7/ tw8 and one or more of the associated labels are specified for triggering only (Format Menu: Label/Clock attributes), the analyzer will:

- not trigger if at least one of the channel values is defined as 1.
- trigger incorrectly in other cases.

After Conditions

If in the sequence menu a level with an "After" condition jumps to an other level with an "After" condition, the last "After" condition will be immediately true.

Mouse Control for Analyzer Utility

The analyzer utility program (file SYSTEM on the utility disk) cannot be controlled with the mouse.

Find Function

Although the responsetime of the "Find" in the List display has been improved considerably, it still may take some time if a disassembler is on. To improve the speed you can manually switch-off the disassembler before the "Find" and switch it on again afterwards. Note that this may not nec-

essarily lead to the same result since the disassembler defines which samples should be inspected and in which order.

Manuals

The manuals (Getting Started Guide, Reference Guide, User Manual and SCPI Programming Manual) delivered with this software version are compliant with version 2.0 software; i.e. the enhancements of 2.01 are not described in these manuals.

Contents of the System Software Disk

The following files are to be found on the 2.01 version System Software disk:

- SYSTEM — System boot file for logic analyzer operation.
- USER.CFG — User configuration file.
- DEMODISA.DIS — Demonstration disassembler (based on 68000).
- DEMODISA.NEW — Sample data for demonstration disassembler.
- TIMING.NEW — Sample timing data file.
- TIMETRIG.NEW — Sample timing data file.
- STATE.NEW — Sample state data file.
- LTAR_TMI.SET
- LTAR_GMI.SET
- LTAR_SMI.SET
- LTAR_MII.SET

Settings/Data files to be used in conjunction with PF 8669/20 logic target.

Contents of the Utility Disk

The following files are to be found on the 2.01 version Utility disk:

- SYSTEM — System boot file for operation of utilities package on the logic analyzer.
- MEAS_3_4.MAN — On-disk manual (DOS-text) describing measurement file format for System Software versions 1.03, 2.0 and 2.01.
- PRMEAS.EXE — PC-DOS utility for printing out in ASCII the contents of a measurement file.

• PRMEAS.MAN	On-disk manual (DOS-text) for PRMEAS.EXE
• RASCONV.EXE	PC-DOS utility for converting a screen-print file into a GIF or SUN raster image format for subsequent processing (e.g. import into document).
• RASTOGIF.BAT	Example of a PC-DOS.BAT file for converting a screen-print file into a GIF file.
• RASCONV.MAN	On-disk manual (DOS-text) for RASCONV.EXE
• PRRAS.EXE	PC-DOS utility for viewing or printing a screen-print file produced on the logic analyzer.
• PRRAS.MAN	On-disk manual (DOS-text) for PRRAS.EXE