

1. Use of delayed sweep for waveform magnification

$$\text{Magnification} = \frac{A \text{ time/div}}{B \text{ time/div}} \quad \text{At higher frequencies values for}$$

A time/div will be small. Thus there are limits on use of method.

Apply signal (probably ch 1 or ch 2), (say 1 kHz)

Set A timebase (say 1 msec/div)

Set B timebase (say 0.2 msec/div)

<u>Set of Switches</u>	<u>Switch</u>	<u>Comment</u>
A coupling	As appropriate (ac say)	Usual waveform display Sig locks ( <u>Hold off</u> may be required for complex pulse waveforms) (Trigger) <u>level</u> for A can be set
A source	As appropriate (ch 1 say)	
(Trigger) mode	<u>auto</u> or <u>normal</u>	
Horiz display	<u>A</u>	Display still as usual
B source	<u>runs after delay</u>	Part of display brightened
Horiz display	<u>A inten(sified)</u>	Bright part shifted continuously
Horiz display	<u>Alter delay time mult(plier)</u>	Magnified display of bright part
Horiz display	<u>B dly'd</u>	2 traces (Partly bright display (Magnified display of (bright part
	<u>alt</u>	Shifts magnified display vertically
	<u>Alter trace separation</u>	Magnification increased
	<u>Increase B timebase speed</u>	

The above procedure gives continuous delay.

At high magnification jitter may occur. This may be reduced by using B trigger delay procedure.

Continue as follows :

B source	<u>ch 1</u> (assuming signal into ch 1)	Bright up start point now controlled by level B
	<u>Alter delay time mult</u>	Bright up part shifts a discrete distance

Delay time between two start points      A time/div x difference between corresponding delay time mult values

2. To display 4 channels

(Vertical) mode      quad plus (alt or chop)      This is necessary condition

3. To display 8 channels

Apply delay sweep procedure (either continuous or B trigger delay) when in 4 channel display.