

AUDIO SCOPE AND OSCILLOSCOPE

USING THE AUDIO SCOPE

The Audio Scope is particularly useful when making adjustments to the transmitter, especially when setting up the Speech Processor as well as the Parametric Microphone Equalizer.

On receive, you can observe the signal characteristics and quality of the incoming signal, as well. In the case of the Waterfall display, this can be used for precise frequency alignment of incoming signals to correspond with filters used in your computer's sound card or modem. The sweep time (speed) of WF-2 is faster than WF-1, and you can choose the sweep most appropriate for your operating application.

1. By pressing the [F2(MODE)] key, the Waterfall mode can be modified. The available selections are:

NORMAL → *WF-1* → *WF-2* → *NORMAL*

"*NORMAL*" is a regular spectrum display.

"*WF-1*" and "*WF-2*" are Waterfall displays, with "*WF-2*" utilizing a faster sweep time than the "*WF-1*" selection.

2. Pressing the [F3(SOURCE)] key lets you select the source for the audio to be viewed by the Audio Scope. The selections are:

VFO-A → *VFO-B* → *EXT* → *VFO-A*

Advice: When "*EXT*" is selected, you can observe the audio wave form of a signal provided by equipment connected to the **AUDIO IN** jack on the rear panel of the **DMU-2000**.

3. Press the [F4(ATT)] key to change the setting for the attenuator. The available settings are:

0.3 V → *0.1 V* → *1.0 V* → *0.3 V*

Advice: By using this feature, you can conveniently monitor the status of the CONTOUR filter, the performance of the IF Notch, and the WIDTH/SHIFT status.

AUDIO SCOPE SPECIFICATIONS

Frequency Range: 100 Hz - 4 kHz

Frequency Resolution: 20 Hz (Approx.)

Display Range: 80dB (Approx.)

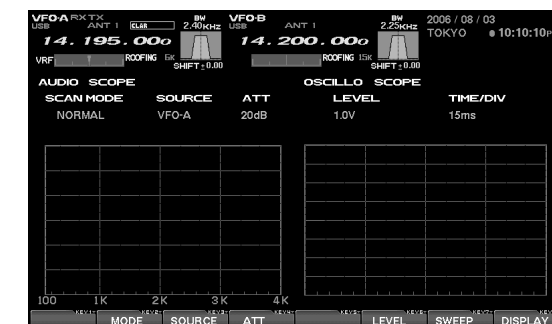
Signal Processing: FFT (Fast Fourier Transformation)

Input Level: 1 Vp-p In (ADC Max. value)

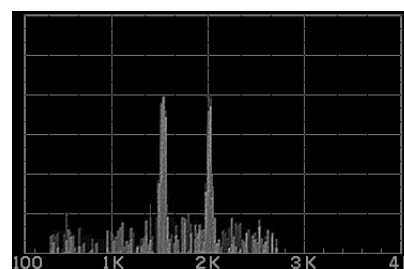
Attenuator: @0 dB, top edge;

@10 dB, 1 division of shift;

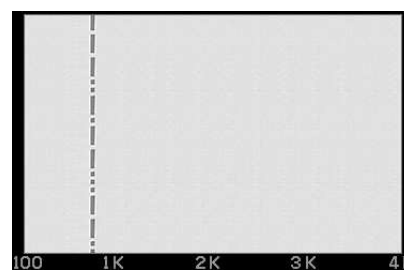
@20 dB, 2 divisions of shift



[F2(MODE)] Key [F3(SOURCE)] Key [F4(ATT)] Key



SPECTRUM DISPLAY



W LL DISPLAY