

Options
ID: top_block
Generate Options: WX GUI

Variable
ID: samp_rate
Value: 1M

WX GUI Slider
ID: freq
Label: Frequency
Default Value: 1k
Minimum: -500k
Maximum: 500k
Converter: Float

Signal Source
Sample Rate: 1M
Waveform: Cosine
Frequency: 1k
Amplitude: 1
Offset: 0

Noise Source
Noise Type: Gaussian
Amplitude: 316.228n
Seed: 0

WX GUI Slider
ID: noise_amp
Label: Noise Amp
Default Value: -130
Minimum: -150
Maximum: 0
Converter: Float

WX GUI Notebook
ID: nb
Tab Orientation: Top
Labels: scope, FFT

Añade un numero de secuencia

La fuente de ruido simula el nivel de ruido
(La Amplitud es controlada por el deslizador)

Throttle
Sample Rate: 32k

WX GUI Scope Sink
Title: Scope Plot
Sample Rate: 32k
V Offset: 500m
AC Couple: On
XY Mode: On
Notebook: nb, 0
Trigger Mode: Auto
Y Axis Label: Counts

WX GUI FFT Sink
Title: FFT Plot
Sample Rate: 32k
Baseband Freq: 0
Y per Div: 10 dB
Y Divs: 10
Ref Level (dB): 0
Ref Scale (p2p): 2
FFT Size: 1.024k
Refresh Rate: 15
Notebook: nb, 1
Freq Set Varname: None

widget GUI para trazar una FFT