

### Options

**ID:** top\_block

**Generate Options:** WX GUI

### Noise Source

**Noise Type:** Gaussian

**Amplitude:** 700m

**Seed:** 0

### Signal Source

**Sample Rate:** 48k

**Waveform:** Cosine

**Frequency:** 1k

**Amplitude:** 1

**Offset:** 0

### WX GUI Slider

**ID:** freq

**Label:** Frequency

**Default Value:** 1k

**Minimum:** 0

**Maximum:** 16k

**Converter:** Float

### WX GUI Notebook

**ID:** nb

**Tab Orientation:** Top

**Labels:** Scope, FFT, Waterfall

### WX GUI Scope Sink

**Title:** Scope Plot

**Sample Rate:** 48k

**Notebook:** nb, 0

**Trigger Mode:** Auto

**Y Axis Label:** Counts

### Audio Sink

**Sample Rate:** 48k

### WX GUI FFT Sink

**Title:** FFT Plot

**Sample Rate:** 48k

**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

### WX GUI Waterfall Sink

**Title:** Waterfall Plot

**Sample Rate:** 48k

**Baseband Freq:** 0

**Dynamic Range:** 100

**Reference Level:** 0

**Ref Scale (p2p):** 2

**FFT Size:** 512

**FFT Rate:** 15

**Notebook:** nb, 2

**Freq Set Varname:** None

### Variable

**ID:** samp\_rate

**Value:** 48k