



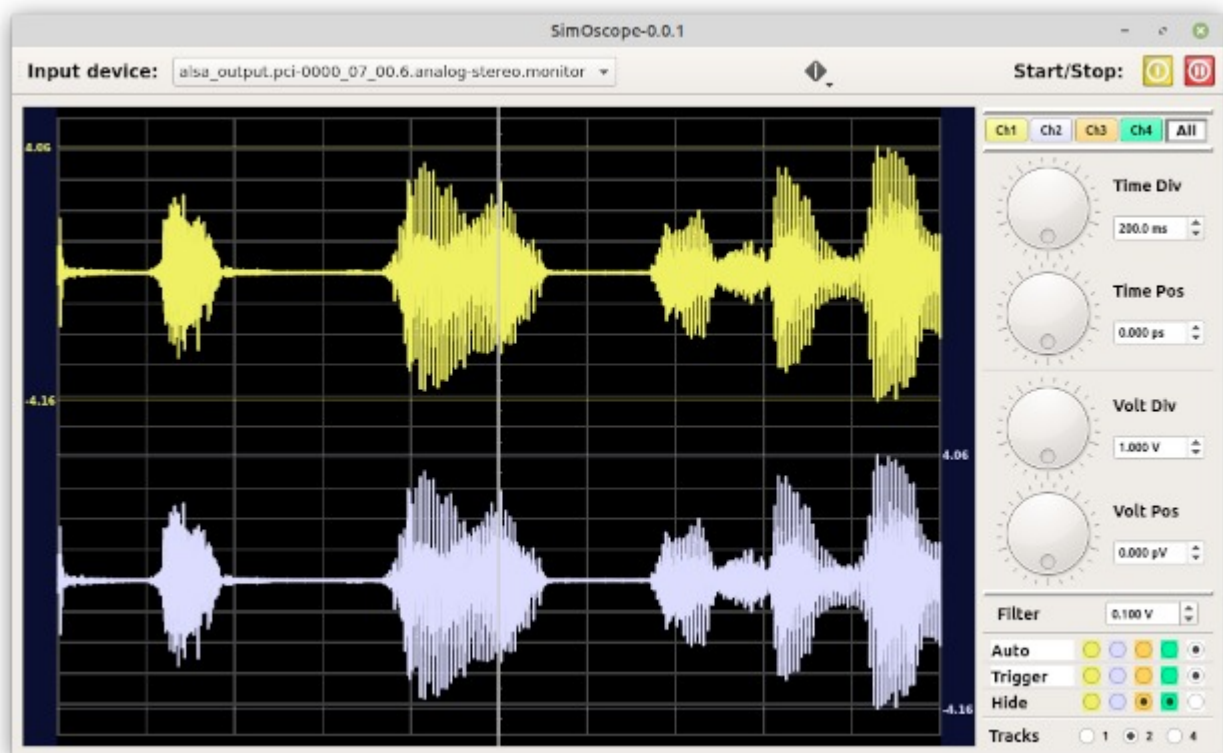
## SimOscope

PC Oscilloscope connected to any audio device available in your system.

You can select the device in the top-left **Input device** list.

To Start/Stop or Pause/Resume use the buttons at the top-right.

If you pause the Oscilloscope you can still use the time and voltage controls.



## Controls:

From top to bottom, you can find the following controls:

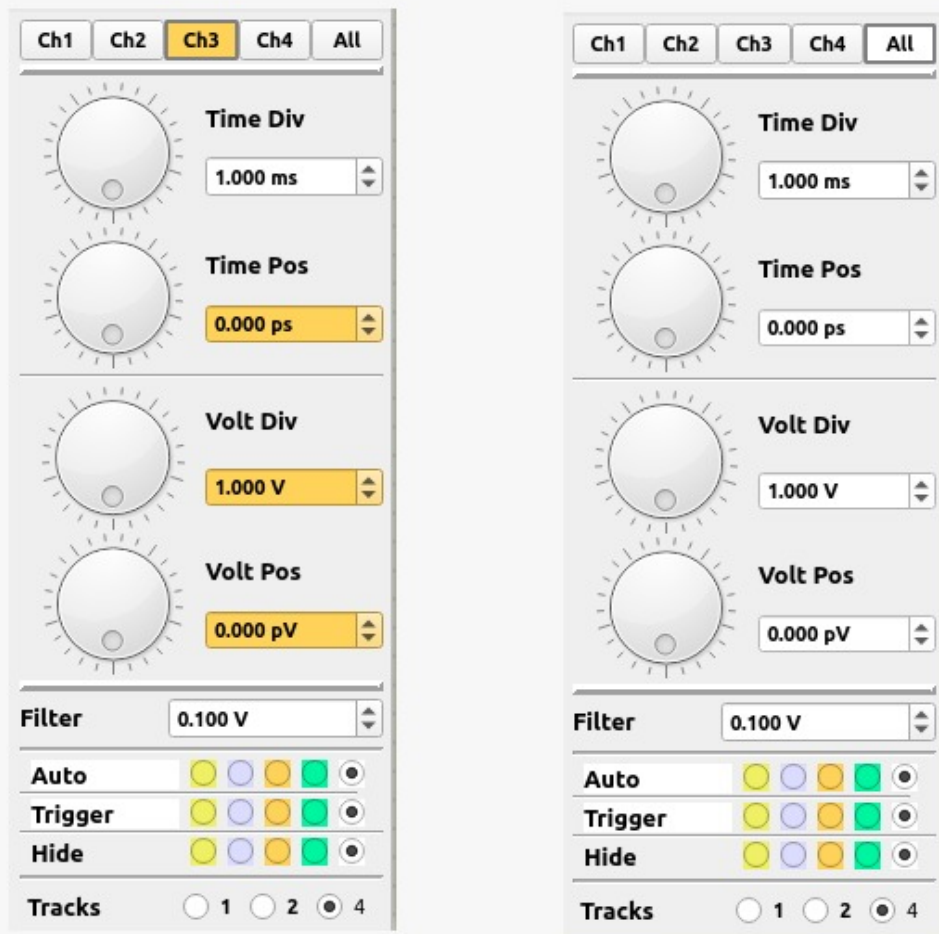
### Channel Buttons:

With this row of buttons you can select the “active” channel.

When you select a channel, value boxes will change to the channel color.

All changes done in **Time Pos**, **Volt Div** and **Volt Pos**, will be applied only to selected channel.

To apply changes to all channels, click on “**All**” button.



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## Time controls:

With these you can zoom-in or zoom-out in time (for all channels) and set the horizontal position of each channel.

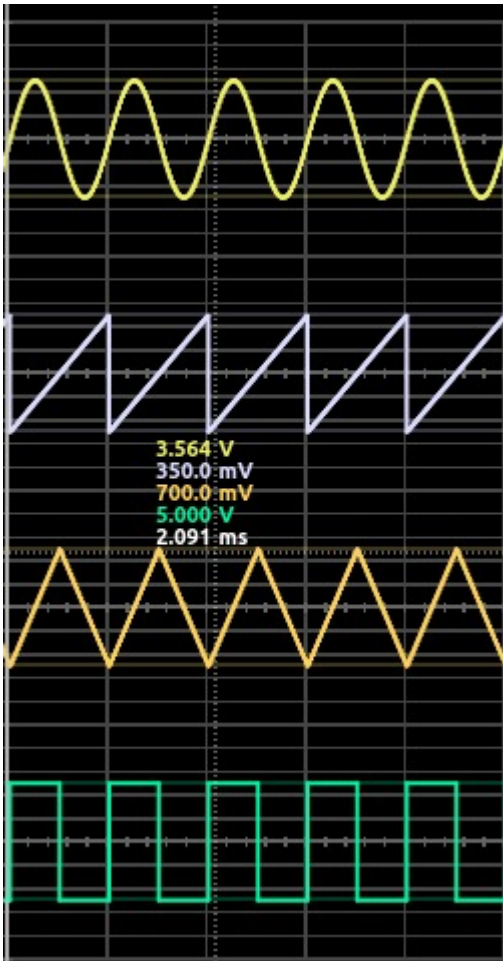
- **Time Div:** size of one horizontal division in the screen.
- **Time Pos:** relative position in time for selected channel.

You can edit values with the dial, or set a value in the corresponding box.

You can enter a multiplier after the value in value boxes, for example type: "**10m**" + **Enter**, to set 10 milivolts.

**You can also use the mouse in Oscilloscope screen to move in time:**

- **Mouse wheel** to zoom in/out.
- **Left-Click** and move to change position.
- **Middle-Click** reposition time reference.
- **Cursor** shows voltages for each channel and time value.




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## Voltage controls:

To configure vertical size and position for each channel.

- **Volt Div:** size of one vertical division in the screen.
- **Volt Pos:** relative vertical position for selected channel.

You can edit values with the dial, or set a value in the corresponding box.

You can enter a multiplier after the value in value boxes, for example type: "**10m**" + **Enter**, to set 10 mV.

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## Other controls:

**Filter:** Any voltage change below this value will not trigger.

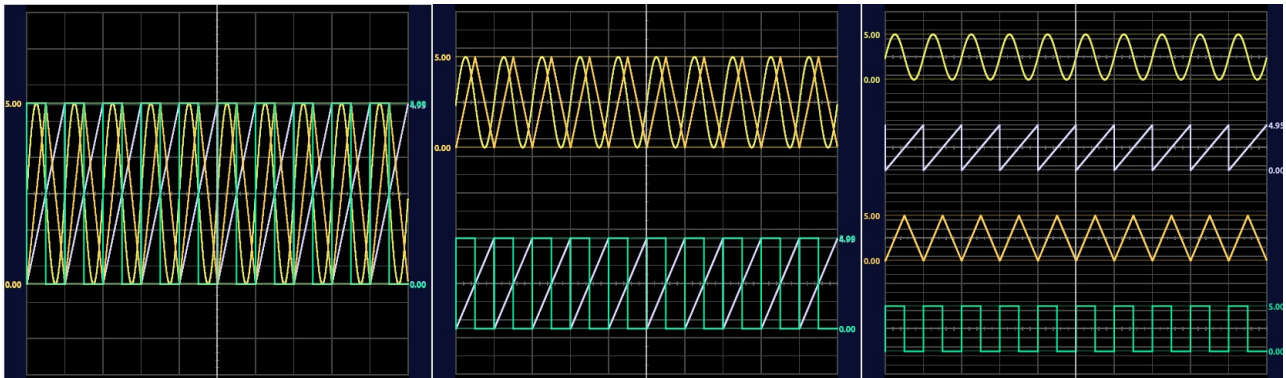
**Auto:** Auto-resize channel to fit in the screen.

**Trigger:** Channel used to trigger.

**Hide:** hide channel from screen.

**Tracks:** Divide screen in different tracks:

- **1 track:** All channels will overlap in a single track.
- **2 tracks:** channels **1 and 3** at top, and channels **2 and 4** at bottom track.
- **4 tracks:** Each channel has it's own track.



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